Special Thanks

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Introduction

Ever since the beginning of time, be it from the birth of a child to the first signs of life on the primordial earth, the signs of instinct show quicker than the signs of intelligence. A baby nuzzles to the warmth of its mother's bosom and learns where to suck, the amoeba learns to move and absorb whatever comes closest to it. As they grow, they start to learn more from not only bodily reaction, but from learning from other beings of its kind around. A wolf cub learns to hunt from its mother and an opossum learns to play dead to trick its predators.

But out of all the animals, there's but one that stands out above the rest: Humanity. Humanity evolved in more than just form, but in sapience as well. They formed the ability to think, to reason, how to chronicle time and create a way to communicate with each other. As a species they've risen to even greater heights than the animals around them with their only limits being their materials and their own imagination. This had grown to the point that humanity started to outgrow nature itself, growing more unpredictable than the weather and fluctuating greater than the seas.

With near limitless potential in their minds and an ever increasing population on the world, humanity started to do more daring things. They probed at boundaries that were once nature's domain, they made things to better their lives and ward away what would kill any other animal. Despite all this progress, some things began to be left behind. The cost to nature was once something people recognized and in turn they gave thanks to it and let it heal. But as time moved on, people started to neglect and ignore nature, becoming only more concerned with their own lives than those of others. Those who once pointed it out were laughed at and those who tried to defend the integrity of nature were ostracized, as humanity couldn't possibly hope to kill all of nature.

This growth did not come free however. The costs of humanity's growth came from the world around them, be it tithes paid in blood over warring nations, the depletion of natural resources or the exhaust of their efforts damning the world around them. They become blind to this from the light of their glories and the pride in their hearts.

Humanity is not the only creature to live in the world, nor the only one to feel pain. As the world around them suffers for their efforts, the animals learn to ingrain fear of humanity into their minds. This fear easily turns to hatred and savagery, which leads to the many maulings of humans. The weather changes for the worse, harming humanity as a response for their actions. The land poisoned by civilization's pollution and exhausts eventually turns back to harm civilization as well.

These stories are not new, nor are they unheard of, with wisdom handed down in almost every folk tradition.. For every civilization and nation built, each have their own stories of how humanity grew prideful and starting to blight the world around them and how the world started to

bite back. They all end the same way, underneath a tide of water that wiped away the pain and mistakes, leaving a scant few remaining alive to tell the tale. Most environmentalists today say that these stories and civilizations were meant to represent a prideful humanity, and if the world isn't tended to in turn, then it's sure to wipe out what threatens it….or more realistically, die and take everything with it.

Unfortunately, the realistic interpretation is the correct one as of late. The world is slowly dying, and people either deny it's happening, know of it but apathetically do nothing about it, welcome it with open arms or live comfortably on the waste until the end of the world. The few that remain are those who want the world to survive, those who want to protect both nature and humanity's integrity, those who don't want the world to die under its own weight. These are the men and women who keep the world in working order, who rouse the lazy, show the denialists, bring hope to those wanting the end and laying low those who'd ruin the world for their own gain.

What you hold in your hands is the corebook for a Storytelling game of Survival and Hope. Siren: The Drowning goes beyond the myth that originated the creature and brings to the table a "monster" with enough will to bring cities down for the assurance of another day.

A Game Of World Survival

Siren the Drowning is a game about the will to survive and live on in the face of the end of the world and the impact that a whole group of people can make compared to the scant few. Sirens are those who have the ability to survive what the world throws at them and the want for bettering their existence. For a Siren, they know more than any other that the Earth is their only home, and the damages that are created by anything can be reversed and healed if only they allowed the time to do so.

What a Siren Isn't

Working along the lines of the Chronicles of Darkness, Siren: The Drowning twists a classic creature from the popular culture into a modern and deep take over the old Myths. Sirens are not simple Merfolk – although they maintain many similarities – they are Nature's call for help.

> A Siren may stay along the rocks waiting for passing ships so she could sink it, but that's ~~as much~~ as possible~~much possible~~ as the chance that she could be hacking a power plant computer to find out where the ship full of radioactive~~radioactive~~oe~~~~ waste is going to drop its cargo and *then* planning on taking out the ship.

Sirens are as passive as the breaking waves of a stormy sea. They don't have time to *not* act, for every minute wasted is another step down the road to the end, and they are the only denizen of

the World of Darkness that knows how it's going to end. Because they have seen it first hand in their Drowning.

Born from the waters that will bring this world down, Sirens witnessed the end of the world as we know it. The all-consuming waters of the Deluge *will* destroy this World, and the Sirens **swam** for the first time in them, acquiring the knowledge of everything lost. The world's call for help brings them knowledge of the size of destruction we have achieved along the years of existence. Many wounds in the past may not be fixable, but with enough effort they can be made into scars that detail tragedies and teach a lesson of how not to hurt the world. But only *if* they act fast enough.

Theme: Irreconcilable Balance

The world is just one big ecosystem where everything gives to each other to survive. Every little part must work in motion to keep the whole machine of existence working. But in making so many advances, mankind's progress simply made them forget about nature. They've begun taking without giving back, causing damage and fixing nothing. For it's part, nature refused to be tamed. They've thrown disaster after disaster, destroying what mankind makes with it's casual destruction and savage wildlife. But with the damages humanity is making, nature slowly evolves to become something uninhabitable for everything that lives in it.

Just as land and sea, civilization and nature tear into each other equally, so does a Siren's nature do the same. But unlike the Siren, who can reconcile her own harmony, she cannot do the same to reality and hope to tame either no matter how hard she tries. Most try to simply uphold the boundary between the two, but there are those who forget one of their natures just to be on a single side to help it win.

Mood: Survival

The life of a Siren is usually a fight to survive, to continue being able to exist. They fight to keep a peace of mind, to cling to their relationships and keep up their connections between Civilization and Nature. Even the Abyssal Currents cling to some notion of the above to keep some semblance of sanity. Those who wish to avoid the future of the Deluge must work against it to keep everything they love alive.

Keeping the old alive isn't the only meaning of Survival for a Siren. A Siren can also adapt and change. She may make new connections of her own, and to replace the old where they don't apply anymore. A Siren who fails to adapt and survive falls into sterility and decay, eventually becoming a Banshee who can only vocalize woe and despair.

Shallow Ponds and Deep Waters

Sirens have few similarities to the Myths they have given birth. But of course, every lie has a layer of truth under the surface if you know how to look. How was the Siren myth influenced~~myth was influenced~~ by the Surfaced? This section will try to enlighten how close and yet so far the myths are from reality.

Sirens lure sailors to the sea to eat their flesh or feast on their life. Only the second part is true. Sirens feed on the breath of life that humans bear in their souls, not their flesh. A Siren may lure a sailor to the depths of the sea but more often than not, it's not for a happy meal.

Sirens need to be near water or must live in water or else they'll die. Half true, half false. Sirens have two forms, Diluvian and Human Form. The Human Form is exactly what the title suggests, which means they can live on land without need for any water beyond what a normal human needs. Oddly though, without expending Pneuma their human bodies are incapable of breathing underwater. Their Diluvian form is the form you think of when it comes to the imagery of a mermaid; a being who is human waist up and fish tail waist down, possibly with more fish features along their bodies. The Diluvian form can't breathe on land, and do need water to survive. So long as the Siren remains in human form and on land, they're not required to even be near water.

Sirens have a hypnotic voice when they sing, and they can summon storms to sink ships. Mostly True. Sirens have been known for controlling the hearts of men, leading them to a watery grave and controlling the elements. But they can perform so much more than that. For now, just know that the supernatural abilities of the Sirens manifest through their voice, and they can perform their powers through anything rhythmic to produce it.

Sirens are easily recognized as part fish part human beings. Mostly true. A Siren's Diluvian form is unmistakably supernatural and for the most part, only functional in the water. Unlike the other supernaturals one can read about, most people tend to remember the Siren's Diluvian form for there is no supernatural veiling to protect a Siren.

However, Sirens have two forms: Diluvian Form and Human Form. The human form is a shell a Siren wears so she can dwell amongst humanity, and they are perfectly indistinguishable from a common specimen of homo sapiens.

Sirens are Immortal. Part True. Sirens on average have a lifespan of approximately 300 years. It's possible for Sirens to extend their lives further through eating the flesh of other Sirens. Although humans, namely Flensers, can benefit from this effect too.

Sirens don't exist. Believe what you want, but do note that they can be quite curious when a certain human catches their eye. Enough to deprive of all your privacy and know your every secret to get to know you better. You might not want to piss off someone who has access to such extensive information on you...

Siren: The Drowning's acronym spells out "S:tD"? Ho ho, very funny. Ha ha, it is to laugh. Werewolf: the Forsaken gets away with "W:tF" as it's acronym, so Siren can get away with "S:tD".

How To Use This Book

Information on the Surfaced and their stories are split throughout the chapters in this book.

Chapter One: From Murky Depths gives information on Sirens and their culture.

Chapter Two: The Surfacing covers the Siren's Waters, their social Currents and the Breathless and Treasured.

Chapter Three: The Antediluvian Symphony gives information on Merits introduced in this book and on the powers a Siren may invoke.

Chapter Four: Shedding Light on the Depths lists the Abyssal Currents that would antagonize the Celestial Sirens, as well as the Flensers who hunger for their flesh and the monstrous children of Echidna who follow her every order.

Appendix 1: The Mundane and Celestial Oceans depicts rules for playing in the water, various things to take note of while in the water and even underwater combat. The Celestial Ocean covers the alternate world where the Deluge has already happened, and what a Siren may yet find there.

Appendix 2: Conditions and Tilts holds all of the Conditions and Tilts shown through this book.

Sources and Inspirations

MANGA

School Mermaid/School Ningyo

School Mermaid/School Ningyo is a good example of the horror that comes with being a mermaid in Siren.The thought that many people will search you out and chase after you to consume your flesh to achieve their desires is very much present as the horror present within the Flensers. However, the fury and vengeance the mermaids would have against those who would use them is equally present within the Abyssal Current Styx.

FILM

Ponyo on the Cliff by the Sea

Ponyo is a good example of bringing together mermaid themes of love begin to get mixed in with environmentalism aspects, which makes up the whole of Siren. It shows the fundamental division between nature and civilization, and when used incorrectly, how they can damage and kill each other. However, it also deconstructs that, though as a whole civilization or nature may hurt each other, they definitely aren't bad as a whole and the possibility of reconciliation between the two.

Creature of the Black Lagoon and Friday the 13th

Though not pertaining to the Sirens themselves, the horror found within Creature of the Black Lagoon and Friday the 13th's Camp Crystal Lake are present in this game. The fear of monsters lurking in the background, just watching and waiting for vengeance and a moment to strike from Friday the 13th and the motivations of the Creature of the Black Lagoon, who lashes out violently when he and his own home are messed with, are perfectly used for the formation of the Quagmires and the Furies.

Princess Mononoke

Dealing perhaps most effectively with the themes of Irreconcilable Harmony is none other than Princess Mononoke. This film is perhaps the most direct with how nature and civilization can go against each other, and how in the end there still can't be complete harmony.

VIDEOGAMES

Mermaid Swamp

Out of all places, a good relationship with someone should have the least amount of horror, right? However, as Mermaid Swamp features, not all relationships are healthy. Many relationships a Siren is bound to hold can easily be one sided affairs, or be committed against the person's will. Mermaid Swamp's story also serves as an Inspiration for the Vodianoi, once humans who were stolen away from underwater and forcibly transformed into something that isn't recognizable as human.

FAIRY TALE

The Little Mermaid

In a game based around Mermaids, it's very hard to make a list of Inspirations that does NOT include the Little Mermaid. The story is basically the precursor to all mermaids of modern times. However, this is not just the Disney interpretation, but the original Hans Christian Anderson tale is taken into account as well. In it, the story remains the same, save that humans live shorter lives than mermaids do. Mermaids live three times longer, but fade into sea foam should they die. In the end, the man falls in love with another girl. The sisters of Ariel try to get her to kill the man so she could at least return as a mermaid, but she can't bring herself to do it, and instead she dies in despair.

In Siren, both tales are good inspirations. The Disney version this is a good example of Stability and the Siren's attempts at reconciling the two worlds with her Relationships and Touchstones in mind. Both versions keep the deal with the Sea Witch, which is a good example of a Siren's desperation for their Relationships or trying to secure them. The Anderson tale serves as inspiration for a Siren's death, and how their relationships can turn out to become their downfall. But in a revised ending, it also serves as inspiration for what the Siren may turn out to be if she ascends to something greater.

FOLKLORE

There are many stories of Folklore that can serve as inspiration for Siren both as a whole or for a specific Current. Almost all mythological denizens of the water are almost always associated with love, death and madness. The most prominent examples are the Brazillian Iara, who sings an enchanting song that attracts men. When one comes, she brings him underwater to either drown them or make them a lover for the rest of their life in her kingdom. The Rusalka, a river-spirit of Slavic mythology, are said to be the ghosts of young women who commit suicide by drowning and would drown men who were attracted to them. The nokken, male river-spirits of Scandinavian mythology, also follow the same modus operandi, although they tend to target women and attract them by playing the violin. Continuously similar are the morgens of Welsh mythology. All Waters have at least one of their nicknames as a reference to a famous mythological water creature, and all Currents have some water spirit or god serving as their founders.

Lexicon

Sirens have their own words used differently from the way mortals use them, words that only refer to their society or things pertaining to them. Here lies the Lexicon of the Sirens.

Abyssal Current(s): *Currents* that deal in dubious methods to achieve their goals, or who selectively focus on one part of reality to save while destroying the other. Encompasses the *Currents* of *Acheron, Cocytus, Lethe, Oceanus, Phelegethon,* and *Styx.*
A Capella: A Siren performing *Verses* without them being codified as *Stanzas.*
Acheron: The *Abyssal Current* of Woe. They have decided that neither humanity or nature are worth keeping up and have decided that it's better to wipe it all out.
Akashic Record: A Siren's understanding of the Song. This isn't as much of a fluency in it, but more of an instinctual reaction to the *Song* and how well the Siren in question is attuned to it.
Alteration: An ability available to a Siren in *Diluvian Form*. Each one has some inspiration to Mermaid mythology or from marine animals, but they're all meant to benefit a Siren in some way.
Buoyancy: The Winding *Current*. They believe that trickery and deceit can win the day in the end.
Castaways: Sirens who do not join a *Current*.

Celestial Current(s): One of the five ways that Sirens carry out their duties or ways to the natural and civilized worlds, the most concerned with stopping the Deluge in beneficial ways. Encompasses the *Currents* of *Conflict, Healing, Buoyancy, Wisdom,* and *Harmony.*
(The) Celestial Ocean: The post-apocalyptic world where everything is seen in through a drowned lens. It is the main place where the Sirens may interact with the more timely aspects of their existence.
Cocytus: The *Abyssal Current* of Lamentation or of Dark Wisdom. They deal in occult knowledge that all sane beings would never touch.
Concert: A group of Sirens working together in performing a *Verse* to make it's potency greater.
Concerto Grosso: Two *Concerts* performing a clash of wills against each other.
Conclusion: The Last Word in a Siren's *Verses*. Dictates what action the Siren is undertaking with the *Verse.*
Conflict: The Raging *Current* that believes the best way to protect nature and people are through physical means or strength.
(The) Deluge: The possible future of humanity and nature where everything is dead and destroyed under a torrent of water. It refers to the apocalypse that dooms everything.
Diluvian Form: A Siren's form when taking to water and gained upon *Surfacing*. They can be changed with *Alterations*.
Discordia: The *Waters* of Brewing Ruin. One of the six oceans where Sirens may *Surface* at.
(The) Drowning: When a human is dragged under the *Celestial Ocean* and yet hears the *Song*. Those who fail to *Surface* are known as *The Breathless.* Those who drown but *Surface* become Sirens.
Echidna: The Mythical Mother of Monsters. She gives birth to the *Vodianoi* at the bottom of the *Celestial Ocean* in hopes of creating a race to survive the apocalypse.
Flooding(s): Freak effects of nature that occur due to *Quagmires,* mostly as a reaction to nature being disturbed.
Freshwater: The *Waters* of Sapient Breaths. One of the six oceans where Sirens may *Surface* at.
Furies: Embodiments of nature's resentment that protect nature and kills anything that attempts to disturb it. Connected to the *Quagmire.*
Gardenia: The *Waters* of Tectonic Movements. One of the six oceans where Sirens may *Surface* at.
Grotto: A secret haven within the *Celestial Ocean* where a Siren may find respite from the worries of the world.
Harmony: The *Current* of Goodwill. They believe in playing the peacemaker and negotiator between people and/or nature.
Healing: The Healing *Current* who believes that it's best to fix the damages that people make upon each other.
Introduction: The First Word in a Siren's *Verse.* Dictates what or whom the Siren is targeting with her *Verse.*
Lethe: The *Abyssal Current* of Forgetfulness or of Mankind's Victory. They believe that nothing should hold back humanity's progress, and even seek to wipe nature out.
(The) Mute: A catchall term for other supernaturals that aren't Sirens.
Oceanus: The *Abyssal Current* of Worldliness, aka of *Echidna.* They follow the She-Viper *Echidna* and her attempts to breed a new race out of humanity to survive the *Deluge*. They are primarily responsible for *Vodianoi.*
Opus: The Middle Word(s) in a Siren's *Verse.* Dictates what elements or things in existence that the Siren is using to affect in a *Verse.*

Phelegethon: The *Abyssal Current* of Dark Passions. They seek to indulge in any dark impulses that humanity brings, so long as it destructive.
Pneuma: A Siren's Energy. Made from the breath and soul of human beings, it powers a Siren's *Verses* and *Alterations.*
Polaria: The *Waters* of Frozen Hearts. One of the six oceans where Sirens may *Surface* at.
Quagmire(s): A place tainted with nature's resentment that requires time to heal. Their very nature causes *Floodings* and is the foundation for *Furies.*
Refraction: An attempt of the Song trying to manifest when a Siren performs a *Verse* or uses *Alterations* in the presence of those who may hear the Song, AKA mortals.
Siren: A mortal who *Drowns* and *Surfaces* becomes a merperson known as a Siren, who can now use magical powers and are one of the few forces trying to stop the *Deluge*.
(The) Song: The metaphysical sensation that speaks to Sirens, *Banshees*, and *The Breathless.* It's what allows for humans to become Sirens and use their powers.
(The) Songless: Another term for mortals.
Stability: A Siren's integrity, how well they're walking between nature and civilization.
Stanza: A codified *Verse* that has been made easier to use compared to performing verses *A Capella*.
Styx: The *Abyssal Current* of Hate, aka of Primordial Darkness. They believe that humanity's time has passed and that it's time for nature to take its course, beginning with humanity's extinction.
(The) Surfacing: The event when a human being becomes a Siren.
Survivor: A person who failed their *Drowning*. They do not cause *Refraction* and unintentionally draw people to them, giving Sirens a way to feast on *Pneuma*. Many also serve as inhabitants of the Celestial Ocean as the remnants of humanity after the *Deluge.*
Theron: An inhabitant of the Celestial Ocean who are akin to mutated animals.
Trace: A *Siren's* ability to read back in time and see events that have already happened.
Treasure(s): Objects of temporal importance, empowered by pieces of the Song and may use a single Verse to great effect.
Trinket(s): Rare items that embody a person's soul. Sirens may use this to affect whoever it represents the best.
Tropicana: The *Waters* of Bright Passions. One of the six oceans where a Siren may *Surface* at.
Vaporia: The *Waters* of Formless Auroras. One of the six oceans where a Siren may *Surface* at.
Verse: The Siren's powers. They are stringed together by an *Introduction, Opus(es),* and a *Conclusion* to create an effect the siren wishes to create with the words. Powered by *Pneuma* and can be codified into a *Stanza.*
Vodianoi: The Children of *Echidna*. Monstrous beings made from a mix of man and marine animals that serve Echidna and her Sirens as both servants and experiments.
Waters: An Ocean in the *Celestial Ocean* where a Siren may *Surface.* The Six *Waters* are *Polaria, Freshwater, Gardenia, Vaporia, Tropicana* and *Discordia.*
Wisdom: The *Current* of Wisdom seeks to preserve knowledge for other Sirens to be able to draw upon.

Theme and Mood: The Themes of trying to keep Civilization and Nature upstanding, as well as the idea that they're irreconcilable opposites that cannot be mixed together very well are still very much in as the Mood as well.

Powers, Fuel Stat and Supernatural Advantage: The Fuel Stat has remained the same, feeding off of shreds of human souls. The only thing that's changed is the name, from "Breath" to "Pneuma". Given that Pneuma means "Breath of Life", it felt fitting.

The Streams as powers were interesting, but given the lack of writing on what they were to be like in structure, I felt abit lost going at that. Given the idea of the Song and Siren's supposedly having magical voices, this is where Verses started to be formed and their various components. One thing I'm somewhat proud of in the Verses is that they're as versatile as the creativity of the Siren using them.

Akasha changed only to Akashic Record, but it still remains the same in all aspects.

Otherworlds: The Deluge (as a world) was changed into the Celestial Ocean and the Deluge refers to the event that causes the apocalypse to begin.

Origin: The Song and Ceto have sorta replaced Echidna as the origin of Sirens, but Echidna still very much exists as an antagonist, abeit special in being the only survivor of the Deluge and trying to make humanity stronger still.

Oceans to Waters: I really have to say that I absolutely loved the idea of the Oceans of the world serving as the X Splat of Sirens. Granted though, this felt it limited the Sirens based on the geography where they were a part of. So to that end, they were renamed to Waters, each Water representing an outlook on life and from which way the Deluge could spur on from.

One thing I made sure to keep for the Waters was the names attributed to the Oceans. For example:
The Water of Discordia inherited the **Atlantic Ocean**, and retained all of the warlike and conflict based ideas. It retains the "Ocean of Might" name.
The Water of Freshwater inherited the **Fresh Ocean**, and retains it's original ideas with the addition of being more focused on humanity. It retains the "Ocean of Birth" name.
The Water of Gardenia inherited the **Indian Ocean**, and retains the original ideas with the addition of being focused more on cycles in nature. It retains the "Ocean of Preservation" name
The Water of Polaria is relatively unchanged from it's original standpoint, keeping the "Ocean of Perishing" and death motifs.
The Water of Tropicana inherited the **Pacific Ocean,** who were rewritten to be more passionate and emotional compared to other Sirens, willing to give as much to their endeavors. It kept the "Ocean of Growth" name.
The Water of Vaporia is the only original idea, kept in for good will of another creator who isn't in the project anymore.

The Celestial and Abyssal Currents: Overall, the Celestial and Abyssal Currents were really fun to flesh out. The Celestial Currents retain the ideas that were made for them. Buoyancy tricks and decieves, Conflict protects and fights, Harmony negociates and uses diplomacy, Healing fixes the problems of the world and Wisdom acquires knowledge to cut down problems that can lead to the Deluge.

The Abyssal Currents were also kept to be faithful to their original ideas, still keeping their official names (Mankind's Victory, Primordial Darkness, Dark Passions, Dark Secrets). The idea of naming them after the rivers of the Underworld felt fitting to them (afterall, they are technically "abyssal currents" ;D), but it left us abit wondering what to do for Echidna and the idea of an abyssal current that wanted to make the Deluge happen. So the Current of the Void was made for Acheron, and for Echidna and her current I gave the idea of naming her's after Oceanus, the sea at the end of the World. To wit:

Acheron - Current of the Void
Cocytus - Current of Dark Secrets
Lethe - Current of Mankind's Victory
Oceanus - Current of the Monster Mother
Phlegethon - Current of Dark Passions
Styx - Current of Primordial Darkness

Flensers: The Flensers were also kept as the Siren hunters, with the original ideas that they do not let nature or consequence limit human ambition. When I was first working on them, I didn't know what to do for them, but those ideas kept in mind ran a long way for them! They're now allies to the Current of Lethe, and a wealthy string of companies and merchants that span from the beginning of the Age of Exploration that seek to improve the quality of human life even if they must hurt the world to do so. Their Genetic Modification and Cybernetics were especially fun to create.

And their insatiable hunger for Siren Flesh to keep them young.

Those Who Refused the Song: There was a few ideas on people who resisted the Song. The idea behind them being failed Sirens gave ideas that those who become Sirens managed to survive some life changing event that would normally leave others in despair, and those who gave into Despair refused the song, getting a hole torn in their soul that inspires pity and sympathy from others. These ideas gave form to the Breathless.

Additional Ideas Original to Drowning: Overall, Siren had loads of ideas in it that weren't fully fleshed out. I felt there was so much potential in it and I wanted to bring it all out. From those ideas, the following was made:

Quagmires and Furies: Given that the ideas of Civilization versus Nature were prevalent in Siren, one could easily draw some lines in the antagonist splats on which side they stand. Lethe and the Flensers stand on humanity's side, but only Styx stood on Nature's side. From this, the

ideas for Quagmires and Furies, nature's violent reaction to violation and pollution, formed. I also had some permission from the Kings Raven to borrow some ideas from Princess the Hopeful on Taints and the Goalenu Vessel Creation ideas as a basis for a Quagmire's mechanics of Resentment and Spite, and a Fury's ability to make a Vessel.

Trace: One idea that came up very early onwards is the idea that Sirens are connected to Time in some way, especially with the ideas of the Song being a call from the future to stop the problems of the Present and make people into Sirens. The idea of the Song being achronal gave way to the Trace, the ability for a Siren to read through time and space like a book, and even mess with events in the past to a very limited extent.

Refraction: Another fun idea was that the Song is ultimately a call for help from the future. Such a call wants to be heeded by as many people as possible.

Originally, Refraction was the idea of the Siren's having the same supernatural protection to people remembering their true form. Like how people don't recall a Changeling's Mein and can't see through their Mask, how Paradox and Disbelief hide a Mage's magic, and Lunacy hides a Werewolf's form.

Refraction was orignally to be like one of these ideas. But given the idea atop that the Song wants to be heard, the idea was changed to suit that. Instead of hiding a Siren's true nature, Refraction shows it off for the world to see and try to get others to see what the Siren is. This of course is quite problematic for Sirens, because this means nothing keeps people from forgetting a Siren for their true nature.

Siren Flesh Longevity: Which leads to the next idea - Siren Flesh can make people live longer. This was the original idea of the same contributor for the Vaporia Water, based on some ideas from manga showing Mermaids being eaten to gain true love. Simply put, Siren flesh can rewind the eater's age, and unlike drinking Vampire blood it has no drawbacks.

This was made to give Lethe and the Flensers a reason to hunt Sirens, and Sirens a tempting allure to their loved ones to keep them living longer.

Canons: Originally, the only way to regain Pneuma was through kissing people or killing people and eating their soul. While normal for Sirens, the idea that "it may be weird to kiss people up for their soul and it doesn't keep people there like a Vampire's kiss does". To this end, Canons were made. Canons are lifestyles followed by the Waters and Currents, two for each Water and one for each Current. The Waters follow the motif of lifestyles, while the Currents Canons were more akin to their solution to the Deluge.

Relationships and Yandereism: One very recurring motif for Sirens is the idea that they're crazy in love for humans. To this end, Relationships were made. A Relationship is a loved one to a Siren. A Relationship doesn't need to be romantic, it can be of familial, unconditional or

platonic love as well. The benefits of a Relationship are an additional way to regain Pneuma, and granting a Siren a bonus towards degeneration if they're acting in defense of them.

Of course, this means that Relationships have brought on many new ideas. The ideas of how to gauge a health of a Relationship, how one can damage or sabotage a relationship, and how a Siren deals with breakups.

The Yandereism needs to be played up abit I feel, and to this end I will be revising the Relationships abit soon.

The Morality of Stability: As Sirens were split between Nature and Civilization, the idea of their morality being the same felt fitting to this. Sirens have Stability as a morality, which gauges how well connected they are to Civilization (whose end of the spectrum are more akin to the Morality in the nWoD 1e), and Nature (whose end covers things like pollution, animal cruelty and the like).

Maelstrom: Like how Vampires and Werewolves have Frenzy and Death Rage, Sirens also have a state where they get really pissed off in. Maelstrom is the name of this state. Unlike Vampires or Werewolves, this state is more of a Siren's emotional state being threatened and going crazy to take down that which would threaten their Stability or Relationships. In a way, it helps play up the Yandereism for Sirens.

Alterations and the Diluvian Form: The idea of the Diluvian Form (aka a Sirens' mermaid form) was one that was fun to play with. Among other things, one of the questions that came to mind for it was, beyond being terrifyingly awesome in water, what benefit does a Siren get from this?

Of the Streams adding on biological benefits to Sirens, those ideas gave form to the Alterations, biological powers a Siren can call to herself in her human form, or gains all of them at once in Diluvian form. These also add on additional means for Refraction to manifest.

Introduction (100%) FINISHED
- How to Use this Book (finished)
- Theme and Mood (Done)
- Facts and Fiction (Done)
- Sources and Inspirations (Done)
- Lexicon (Done)

Chapter 1 - (100%) FINISHED
- Backstory (The Deluge, the Song) (finished)
-Simple Descriptions of Siren features (The Drowning, Diluvian Form, Lucidity, Maelstrom, Refraction, Pneuma, Verses, Celestial Ocean, Culture, Shoals) (finished)

Chapter 2 - (100%) FINISHED
- Waters (Done)
- Currents (Done)
-Breathless (Done)

Chapter 3 - (100%) FINISHED
- System and Advantages (Finished)
- Siren Merits (semi finished)
- Diluvian Form and Alterations (Finished)
- Verses (Finished)
-Ideas on Ascended Sirens (unfinished, but not required for completion)

Chapter 4 - (100%) FINISHED
- Flensers and Cybernetics (finished)
- Abyssal Currents (Done)
- Vodianoi and Malformations (Done)
- Quagmires and Furies (Done)

Appendix 1 - The Celestial Ocean (100%) FINISHED
-Description of the Celestial Ocean, including topography, time rate, travel, Disasters (Finished)
-Ideas for Ocean and Sea based Campaigns (Finished)
-Choruses and powers for them. (Unfinished)

Appendix 2 - Honolulu. City of the Surfaced (0%, but this isn't required to be completely finished before we finish the PDF)
-Intro to Honolulu, Theme and Mood
-Mundane Honolulu - Pop, Climate, Economy, Government, Culture, Media, Sports, Transportation.

-Small history on the foundation of Honolulu, current pollution problems and how Flensers fit into it.
-General map of Honolulu. Neighborhoods, Urban Territory, possibly some parts of water within the Pacific Ocean.
-Factions Descriptions within Honolulu, up to and including a Fury/Quagmire Cult (Leliel thank you you are a god), the Flenser base of operations and the Celestial Currents.

Appendix 3 - Conditions and Tilts (Constantly changing, assume 100%)

Chapter One: From Murky Depths

"The care of the earth is our most ancient and our most worthy and, after all, our most pleasing responsibility. To cherish what remains of it and foster its renewal is our only hope.
-Wendall Berry

The Beginnings of Nature and Civilization

The Earth is four billion years old, and the life of recorded history is but a blink in the eyes of the universe. This world was not always the ordered mess that we recognize today. After the Earth was finished forming in the primordial chaos of the Big Bang, one of the first things to rise upon the Earth was the beginnings of nature. The beginning of Archaea and Bacteria from the seas of the earth, which eventually came into the multicellular Eukaryota.

Time moves on, life keeps evolving until the first signs of animal life are capable~~is capable~~ of moving out of sea and onto dry land. Only within the many thousands of years was life able to evolve to the point of sapience. No more were the earliest of animals who were to be humans trapped in an eternal now, but we became thinking animals. We learned and grew to the point of being able to warp the world about ourselves to create Civilization, the ordered world separate from the chaos of Nature.

The Civilization of Nature and Nature of Civilization

Yet the two worlds still fed to one another. Civilization held the means to feed nature the most, and Nature held the means Civilization required to grow. In the time before we learned Nature to the degree that we know at the present, Civilization was a young child and its inhabitants still learning about the world around themselves. Without knowledge, imagination ran rampant. Nature held so many untold and unfound wonders, just waiting to be discovered and learned about. For much of the existence of Civilization, humanity had respected nature with each hunt they went on to gather food, with each tree chopped to create a home, with each story told of the beings that lurked in the woods just out of sight.

However, Civilization wasn't a concept that was content to wait and let things roll out as they may like Nature. Unlike Nature, Civilization and its inhabitants had ambition. They wanted to use what they learned and what they could learn to make their lives better in any way they can. Humanity will always trudge forwards in the name of progress and knowledge.

The Industrial Revolution

Ambition must be tempered with caution. Even though mankind dreams of the better world of tomorrow, there is still the world of today to take care of. One of the biggest instances of reckless ambition was the rage produced by the Industrial Revolution. The creation of technology to make tasks easier and make the name of progress move a bit faster than it previously had gone at.

Of course, technology nor the people it helps are inherently evil. But in order to fulfill humanity's ambitions, they had to gain the resources to fulfill them. So Civilization began to look towards Nature for resources to take and use. It was during this time that Nature began to lose its glamour. No longer were things done to Nature out of need or survival, they were committed for fun and profit. The animals once valued for their beauty were being killed off by the hundreds to grant their visage to the beings who coveted it. A forest was no longer seen as a place of wonder, but as new housing spaces just waiting to be built. Nature was losing faster than what it could restore, and for that it's suffering.

The Deluge

At one point, mankind had dreamt of the future filled with hope and all ambitions being fulfilled. It wasn't until the 20th Century when Civilization had begun to see the amount of damage they had committed upon Nature. Entire races of animals extinct, large swathes of nature annihilated by machinery screwups and the carelessness of humanity. Nature itself became twisted as well, creating new strains of viruses that could decimate life and becoming something no current beings could be able to survive in. The dream of a hopeful future began to be overtaken by a shadow of a grim demise, where both worlds are dying by choking each other to death.

Almost all Sirens say that this future is indeed true. That the world will be twisted into a mockery of itself and boil over into a cataclysm that will annihilate everything on earth. The most common way it's described is as "The Deluge", for it's a tidal wave of death, destruction and the weight of nature and civilization crashing together as one before fading away.

The Song

It is not within the nature of any living being to roll over and die. Even in the face of the world, they will try to survive no matter the cost. It was said at the end of the world, a voice began singing out. It lamented the events of the end of the world and wished to go back to stop the mistakes before they began. Like a Siren's song, the humans and animals of the earth gave voice to this Song with their dying breaths. Even those who could still survive gave all they had just to give life to a wish.

And yet this wish became reality. Even when those dying had breathed their last and those who survived couldn't speak anymore, the Song continued. It rampaged, it roared until it managed to

break the concept of time and go back to the present day. How mundane voices could hold so much power is unknown. But what the eldest of Sirens believe is that it was coordinated by a woman named Ceto. She was the lady of the Waters, with a mood as tempestuous as it was calm. She was the first actor not only to reach back, but to make the perfect beings who could guide humanity to not repeat the mistakes of the future.

The Drowning

The Drowning occurs when a human being is trapped within the depths of despair with seemingly no ways out of it, to the point at which their plight touches the Song itself. This despair need not be a simple physical danger like the name implies, any danger that threatens to destroy a part of the prospective Siren's life can be a good qualification for the Drowning. A dependant soul who loses the one they needed to live, the person who loses their job that keeps their family afloat, even the one who has some physical malady with only a 1% chance of survival. In whatever flavor it comes, the despair that inspires the Drowning can be personal or worldly. All that matters is that it threatens to destroy the livelihood of the one suffering it.

Most of those who suffered the Drowning were said to have had their dreams plagued by them actually drowning and the world dying around them. All Sirens say that these dreams were from the dead world of the Deluge, where the Song can afford to be more personal with them.

The Surfacing

The Surfacing is usually the subsequent event to a Drowning. Unlike the Drowning, the Surfacing isn't a passive event that can occur due to any circumstance. The only way a Surfacing can happen is if the person suffering the Drowning shows the will to survive their predicament anyways. The dependent soul manages to learn how to stand on their own or doesn't let the void in their heart consume them. The person who lost their job manages to find other ways to keep their family afloat, no matter how degrading or derogatory it is. The one with the physical malady keeps clawing their way to survival no matter the odds. Those who had the dreams of drowning manage to rip themselves up to the surface. This effort of survival does more than letting them get through their Drowning however. The effort attunes the person to the Song itself for the principle of survival. They become Sirens.

Diluvian Form

As the person Surfaces from their Drowning, they find that their body physically changes as they claw to the surface. Their hands become webbed as fins and scales go down their arms. Their kicking legs powerfully flail as a single tailfin. Finally, the gills form, allowing them to breathe underwater as if it were land. Most Sirens wake from these dreams, finding they can turn into these forms with nothing more than a wish to do so. In other words, they gain their Diluvian Form.

What the Diluvian Form exactly is is something unknown to most Sirens. Is it the result of evolution with the Deluge as a Catalyst for it? Is it magic from both Ceto and the Song? Perhaps it's a bit of both? What Sirens do agree on is that it's perhaps the most outward manifestation of their new state of life.

Stability

In the time between the Drowning and the Surfacing, with no companions but the Song running through them, the Siren's mind is racked with only one thing: Survival. During this time, they have only what keeps them connected to life and act upon the interest in seeing tomorrow with those connections intact. This brief bout of madness marks the Siren's morality for the rest of her life, dividing it from conventional human morality. For a Siren, the ability to keep up Stability is the ability to keep her world alive and together. If any part of it dies or rots away, then so too does the Siren's own mind rot under the pressure. For simplicity, most Sirens refer to Stability as a raft between Nature and Civilization and how well a Siren has built it and clings to it.

Maelstrom

Sirens have long since been known in lore to be twisted between love and madness and there does lie some truth behind this. After all, Sirens are connected to this world through their loves and as a result are more easily shaken if that love is threatened in any way. This phenomenon is known as Maelstrom to Sirens. While in this state, Sirens become unfeeling and uncaring, only wanting to destroy and end that which threatens their connections to reality. It's not uncommon for a Siren to black out when finding their lovers betraying them, only to come to at the bottom of the river with her drowned lover in her arms and police sirens wailing on shore.

Pneuma

Pneuma is what fuels a Siren to go on, what she breathes into her magic and infuses herself when she calls upon her Diluvian Form and Alterations. But Pneuma is so much more than that. It's the breath of life found within all humans, what they all own that keeps their soul burning with life. Sirens may feed off of a human's soul to empower themselves, but should they feast too much, they endanger those they are supposed to guide and make them unable to care for themselves.

Verses

The Song is a vital part of a Siren's livelihood. It's what made her into the woman she is today, what gives her the ability to hold Pneuma and use the Diluvian Form. But the Song within can be attuned in even better ways. After all, the Song held the power to shatter the reality of the future and turn back. With such a power, is there a limit to what a Siren may do? To this end, one of the

things that Sirens know to use are the power of Verses, the fabled Siren's Song which sings men to their watery graves and calls forth storms.

Using a Verse isn't as easy as singing and hoping you hit the brown note. Each Verse has three special components which make them up. The Introduction, which declares the Siren's Target. The Opuses, which define what the Siren is using in affecting the Target. Finally, the Conclusion, which composes how the Siren is affecting her target. All three together is what creates a Verse, the Song within given form by the Siren's commands.

Refraction

Despite all the explanation of a Siren's appearance and powers, there lies one factor that isn't present in any of them: the ability to shroud the presence of such. What keeps a mortal from figuring out that a human is a Siren when they sing to make the rain fall? Or if they conjure their claws in the madness of Maelstrom?

Oddly enough, nothing. Nothing keeps a Siren from being seen for what she is. In fact, the more a Siren wields their powers in public, the more she feels the pull to her Diluvian Form. Sirens call this weakness Refraction, for it threatens to bend a Siren into their actual form.

Celestial Ocean

The world at the end of time still exists. Wounded, but never allowed to heal back to full life or die and be free of its pain. Within this wasteland, the bitter reflections of humanity's problems remain, hoping to survive for another day as the next watery storm strikes. The Sirens call this place the Celestial Ocean. It is a world beyond salvation, and yet it serves multitudes of purposes. It has signals that outline the problems in reality, showing the points that the Deluge has a chance of working through. It has Trinkets and Treasures that a Siren may yet use to help her in the present. There is safety that may be found within Grottos.

And yet the half dead ocean remains fraught with danger. The Survivors are willing to plunder from others for their selfish need to survive. The Therons are always hungry, never knowing when the next day will be the last. The Vodianoi wander the depths, seeking for Survivor, Theron, Human and Siren alike to kidnap and take back to their gracious mother…

Waters

Within the Celestial Ocean lies six different oceans, each with their unique characteristics, iteration of the Song and disasters they inflict upon the world. Polaria, Freshwater, Gardenia, Tropicana, Vaporia and Discordia are these waters named. A Water is multiple things. First and foremost, it's within one of the six that a human is reborn into a Siren from. It's that Water's iteration of the Song the human used in taking their Surfacing and what stays with them when

they are a Siren. A Water is also a physical place within the Celestial Ocean, that affects the landscape according to the events within reality.

Finally, a Water is a warning. Each Water holds one of the ways which the Deluge may occur as. Will it be in the form of an ice age that Polaria suggests? What of the heat death that Tropicana brings forth? Perhaps it's a man made or nature created apocalypse, just like Freshwater or Gardenia foretells? Perhaps death from the skies like Vaporia? Or perhaps the bloody carnage that is within Discordia?

Celestial Currents

When forming the first Sirens, Ceto required certain tasks that they would need to commit if they wished to avoid the Deluge. She needed Sirens to be willing to deceive and trick others for the greater good, to fight for honor and protect, to serve as leaders and teachers, to heal the wounds of civilization and nature and finally to garner, spread and protect knowledge of the end. To this end, those duties coalesced into five social orders amongst Sirens intent on ending the threat of the Deluge. Buoyancy, Conflict, Harmony, Healing and Wisdom.

Abyssal Currents

On the other side of the spectrum, there are Sirens who couldn't care less about the current state of affairs. Perhaps they saw potential in their new state that was bound down by the shackles of duty. Perhaps they clung to tightly on one end of Stability and hated the other with all their heart. Perhaps they saw the Deluge as the one true way to universal harmony, to make everything into one. Not all Sirens within these currents are degenerates, but they do more often than not make trouble for their Celestial counterparts. They have been dubbed as the Abyssal Currents, each current named after the five rivers of the Underworld and the ocean before them all. Acheron, Cocytus, Lethe, Phlegethon, Styx and Oceanus.

Castaways

There are those Sirens who choose not to join a Current. Perhaps they are isolated from any semblance of Siren Society. Perhaps they do not wish to embroil themselves within the work of the Celestials or Abyssals. Perhaps they disregard the Deluge. Whatever the reason, a Siren without a current is known as a Castaway.

Those Who Would Hunt Sirens

Becoming a Siren isn't all chocolates and roses. There are those who would hunt them down for their own unique reasons. Humans are a regular problem, fearing that which they believe inhuman and even going to the point of panic and murder if the Siren so much as mentioned the Deluge. Not all are so judgemental on the supernatural, however. There are those willing to

interact with a Siren, and even more are allies or lovers to Sirens who had them as a relationship before undergoing the Drowning.

But there still lies even more ingrained threats that most Sirens are loathe to withstand. Most Sirens find that they may come to fight each other at some point, with their enemies being able to use the same abilities they can use. On a good note, most of these conflicts are between the Celestial Currents against the Abyssal Currents. The catch is that they each have their own allies or methods that may seem unharmful, sympathetic, or too extreme.

Finally, there's the Flensers. They hide away behind the bounds of civilization, pure humans who wish to advance humanity's agenda and destroy the monsters who hide in the waters. In their hunts against the Sirens, they stumbled upon a dirty secret to the Siren condition. Eating their flesh grants one's youth back, giving the possibility that living on Siren flesh would allow one to live into eternity. Since then, they have devoted themselves to making more Sirens to hunt and feast on, causing pollution and waste in their wake.

The Abyssal Hierarchy

The Abyssal Currents lay where a Siren's flaws are most likely to surface. They each have a temptation, an allure that makes them sympathetic or enticing to indulge to a Siren. They each also offer their own way of doing things, divorced from both each other and the Celestial Currents.

Acheron, also known as the Abyssal Current of the Void, wishes not to stop the Deluge but rather welcome it~~'~~s coming. They see the world as unworthy of salvation, or want to watch it burn. Whatever the case, their requirements for membership also welcomes anyone willing to drown the world. All they ask of you is to find problems and do the one thing they do best: make things worse. Due to the hatred they receive from every other Current, they're speculated not to have much of an organizational structure, but given the powers of Trace it isn't difficult for these Sirens to privately speak to one another like a large game of telephone.

Cocytus, also known as the Abyssal Current of Dark Secrets, believes that the answers to the Deluge are darker or more uncomfortable than~~uncomfortable knowledge than~~ anyone is willing to get near to. Filled with extremists, monsters, manipulators and hoarders, those who wish to make their homes in the dark depths must be willing to show the same qualities. As a Current, their structure tends to take the form of a hierarchy with layers upon layers of secrecy added to the mix.

Lethe, also known as the Abyssal Current of Mankind's Victory, believes that humanity holds the answer to the Deluge. Be it that their innovations and technology can save the world, or the willful ignorance of nature's defilement in exchange for their deep love of humans, all are

regardless enamoured with humanity and would do anything to help their cause. Most of their structures emulate, or are actually ingrained into human structures, one that grabs their attention is that of the Flensers and where they can keep an eye out for breaches of the Masquerade.

Oceanus, also known as the Abyssal Current of the Monster Mother, doesn't believe that the Deluge is stoppable. No matter how much the Sirens act against it or decrease the possibilities, it's still continuing to come forth. While they do not act against the Deluge, nor do they destroy anything, they do believe that they can protect that which they love. They do this with the help of their matron, Echidna. Their structure is a hierarchy that is split across those who go out to kidnap more humans for testing, those who keep her city versed and protected from the Celestial Ocean's Disasters, those responsible for grabbing materials for survival and those who upkeep her sunken city.

Phlegethon, also known as the Abyssal Current of Dark Passions, doesn't give a shit about what the other Currents are doing nor do they care about the Deluge at large. It hasn't comecame yet, so who cares if it exists? And if it comes, it will come. Why care about shit when you can eat, drink, fuck and make merry with your new form and powers as a Siren to make your life better? The structure of Phlegethon is filled to the brim with backstabbing, trickery and deceit, where everyone does what they want and doesn'tdon't care for the consequences.

Styx, also known as the Abyssal Current of Primordial Darkness, believes that humanity has overstayed their welcome. Before the Industrial Revolution, they had lived at the same rate as nature. After it, they've begun robbing the natural world of all it's beauty and leaving pollution in their wake. Styx's structure is a strict meritocracy where they gauge worth by the damages caused upon Civilization.

Celestial Consulate of the Deluge

The threat of the end of the world can do so many things. It can make people lose all sense of morals and do what they want, for nothing else matters. It can make people cling to that which they love, with a grip that threatens to choke those who would try to take it away from them. And finally, it can make people come together in a united effort to ensure that the end will never come.

It should be no wonder that the Celestial Currents serve as that united front against the Deluge, given their shared interests in acting against it, if not their lack of quarreling from differing ideas. Given their years of work against the Deluge, and differing ways to answer itanswer to it given by Ceto, this has ledlead to what the Celestines call "The Celestial Consulate of the Deluge". Or "The Consulate" for short.

The Consulate serves several purposes. For one, it establishes the Celestial Currents within an area and gives a network of options and Sirens to work with. Need someone offed or to get protection? Try Buoyancy and/or Conflict. Need healing but can't see a doctor? Try Healing. Need information on the local phenomena or Traces seen? Wisdom. Need someone better at politics or social skills? Harmony. Generally, if one Current's answer does notanswer not work on a particular problem, it gives the Sirens within the option to ask for help from another Current whose answer applies.

Another purpose it serves is giving Sirens a good dosage of self-policing, which is dearly required for a society that has to manually cover their tracks and suffer attachment on a daily basis. This covers in help for keeping the Masquerade alive, keeping the Flensers from getting too close, and most importantly keeping a Siren from getting too attached to one extreme of reality over the other.

Finally, it gives the Celestial Sirens an edge over their enemies. They can give aid or shelter to one another when the Flensers are in town, while the Styxians will fight and die against them. They can warn one another when a problem threatens to rear itself into their neighborhood.

The Consulate's Culture and Politics

The Consulate was made by the Celestial Currents to aid in unifying them together, recognizing each of their currents as part of a whole that can defeat the Deluge. As such, most of them are often relegated towards tasks that their answers might fit into or that may help their community. Most Consulates divide their power between the five Celestial Currents, usually with an appointed leader for each one in the towns they're present in. They all have their own structures and societies, and even if they're working together doesn't mean they're immune to their own squabbles.

The Current of Buoyancy is often given the unenviable tasks of cleaning up for the Masquerade or being the heavy lifting for the dirty work. This often includes cleaning up evidence, wiping some memories, retroactively stopping events, but in some cases it requires the death of a person or two. At other times, this means they have to expose themselves or act their hearts out to help ensure a plan works. Their structures tend to appear similar to secret societies, but more than a few Buoyants worm their way into already existing ones to repurpose them for their Current's needs.

The Current of Conflict are the enforcers of the Masquerade and the most combat ready of the Currents. When it comes to threats of physical violence, or where the scene is considered dangerous by any means, they're usually the first to respond to such threats. They also tend to serve as bodyguards to important Sirens or people that greatly aid the Celestial cause. Their

hierarchy tends to resemble a military meritocracy, with a great number of Sirens teaching methods for fighting and holding arsenals of weapons in case they're required.

The Current of Harmony works mainly about ensuring the flow of harmony, working wherever it can be achieved. They can be found working in political offices, or as organizers of social events who try to get people to be able to work together. They're also responsible for managing the Masquerade and coordinating other Sirens, and in most cases the Consulate in general. Their social structure tends to emulate the political platform of their country.

The Current of Healing tends~~tend~~ to the ills of the world personally. They're very likely to be found working in volunteer aid groups wherever natural disasters have struck, as cleanup crews for riots and trying to smooth over problems back to how they were before they broke, and as containment specialists for disease control or environmental cleanup. Given the nature of the Deluge, they tend to serve in roles where they can fix big problems, but it's not unheard of for them to work in more personal roles of healing such as therapy, psychology, and any doctoral or nurse roles. Their social structure is a meritocracy, where those more capable of fixing or healing are given more leeway than those who don't.

The Current of Wisdom prizes knowledge and understanding, and their work usually has them seeking or keeping knowledge, and sometimes both. The seekers of knowledge are usually adventurous, serving as detectives into incidents, scouts into potential enemy territory or even delvers into the Celestial Ocean. The keepers of knowledge are protective of it, as they keep tabs on potential information they have on incidents, tabs on the Celestial's potential enemies, or keeping dangerous knowledge out of the wrong hands. The Current of Wisdom often serves as advisors to the Consulate and as keepers of Treasures and Trinkets and knowledge of Verses. Their social structure is usually based around having Sirens with the most Stability to lead the way.

Shoals

Given the threats of the world wiping Deluge and the Flensers, there's only so much one Siren can do before they inevitably either give up or get caught. And there's no point in going to the mortals for help because they'll think she's crazy, a monster, or throw their hands up in defeatism of the inevitable. It's reasons like these that most Sirens band together in the Consulate, but in more immediate cases a Siren has her Shoal to turn towards.

A Shoal is what a group of Sirens is called, where a Siren can go to for their daily problems. There can be many reasons why a Shoal gets together. One of the most preferable cases is compatibility in personality, but most cases concern physical~~concern with physical~~ proximity and shared interests in certain problems they think can end the Deluge. Most Shoals try to be friendly, but some Sirens treat their Shoals more like how one would treat a job and co-workers.

There are benefits for Sirens to get into Shoals. For one, they offer a way for Sirens to talk about their problems and help upkeep Stability. They can be valuable support to go to when looking for help to keep up a Relationship, or to keep a park from being torn down. For another, some of the Sirens abilities can be best used when working with other Sirens, such as a Verse or Trace Concerto. Finally, they can also be used as ways for Sirens to learn other Alterations, Introductions, Opuses or Conclusions. This makes it beneficial that most Shoals tend to have members of different Celestial Currents.

Shoals differ between whether they're made up of Celestial or Abyssal Sirens. Most Celestial Sirens can join up with Sirens of different Currents so long as they are Celestial. As for Abyssal Currents, like attracts like, so most Abyssal Currents will have Shoals of Sirens being of the same Current. It's not unknown for Acheron to fake being a different current however, and infiltrating other Siren Shoals to mess them up from the inside. It's also not unknown for some Celestial Consulates to allow Cocytus or Phlegethon into Shoals, but not into the Consulate proper.

The Masquerade and the Five Celestial Laws

For all the Celestial Currents desires to make a difference against the Deluge, to remain close to humanity and nature, they must simultaneously stay away from them as well. After all, the Song wishes to be heard and due to the nature of Refraction they bear no defense against the mortals seeing their Diluvian form. More than a few Sirens have been ended through a torch and pitchfork mob when they couldn't control their transformation, not to mention such stories and pictures are easily circulated with today's media. The most devastating thing Sirens can face is having their hearts broken by their Relationships abandoning them due to their true nature.

For one, or maybe all of these reasons, most Sirens strive to keep their natures a secret, to which end they do so through the Masquerade, the ball they dance with existence while keeping their true selves hidden. The Celestial Currents go a little further, and add in five rules to the "Dance".

1: The Surfaced Will Not Take Off Their Masques In Public

The first rule of the Dance, attributed to the Winding Current, is for Sirens to not reveal their Diluvian Form to mortals, not even to their Relationships. The reasons for this are ~~is~~ obvious: The Surfaced have no magical protection that can make mortals forget their Diluvian Forms or hide them away, and taking pictures and videos of the Siren will show her in that exact form. Meaning that any Siren who shows their Diluvian Form is risking mortals figuring out who or what they are. The only thing worse than this is that it also draws the attention of Flensers, who are always looking for another Siren to capture.

This rule also has a personal meaning too. It derides against the idea of showing a Siren's loved ones their Diluvian Form. No mortal can inherently accept the supernatural, and finding out that their loved one is a supernatural being can hurt them mentally and emotionally, driving a grievous wedge between the Siren and her Relationship and depriving a Siren of one of the connections she holds for Stability. This rule is usually flaunted by the Abyssal Current Phlegethon, to them it doesn't matter whether they live or die another day.

2: The Surfaced Will Honor and Respect Their Fellow's Waters

The second rule of the Dance, attributed to the Raging Current, is for Sirens to honor and respect their fellows territories, meaning they cannot intrude upon another Siren's life or home without her expressed permission. The definition of "Territory" here is intentionally broad. First and foremost, it refers that Sirens are not to trespass onto another Siren's life, which covers her personal life, her mundane life in Civilization and/or Nature, and her love life. The first two are simple, but the third one requires further explanation. A Siren's love life is usually what makes up a Siren's Relationships, which takes two to tango but three is overcrowded if two of the three are Sirens. It's easy for conflict to arise between Sirens when they both have a Relationship with the same person.

Secondly, the definition of "Territory" covers a Siren's living space as well as mortal organizations that the Siren is a part of, even as a workplace. This does mean most Sirens don't usually go towards certain neighborhoods or workplaces they know other Sirens are at, but do note the technicality above of "without her expressed permission". This technicality exists between Celestial Sirens (the most liable to meet up and plan things out) so if a Siren does break this law, they would have an inkling that they're either new or part of an Abyssal Current, either or. And out of the Abyssal Currents, the Current of Oceanus is the most liable to break this in their hopes of getting~~to getting~~ more test subjects for Echidna.

Finally, the definition of "Territory" covers whatever events or persons a Siren or a shoal of Sirens are working on detailing or setting into motion in order to stop the Deluge. Note the "stop the Deluge" line, this does mean a technicality exists to stop Sirens who want to "cause the Deluge", ergo Acheron is free game as usual.

3: The Surfaced Will Not Alarm Mortals Of The Deluge

The third rule of the Dance, attributed to the Current of Goodwill, is somewhat like the first rule but follows a more specific take. Namely, that Sirens will not tell the mortals of the oncoming Deluge. At first this rule seems controversial, why shouldn't they tell mortals about it? The answer is that everyone will look at the Siren like she's crazy like a street corner hobo in Santa Monica. It may also reveal her supernatural status to those willing to look, which in turn breaks rule one. Finally, if convinced of it, mortals could easily be ledlead into the rut of defeatism and

give up, not even trying to change a future that will ultimately end. For these above reasons are the Sirens not to tell of the Deluge.

There is a technicality to this rule however. While it does forbid telling mortals, there's nothing forbidding telling other Supernaturals about the Deluge. The other supernaturals in the World of Darkness may hold the keys or be united to stop the Deluge with their menagerie of powers and magic unbeknownst to Sirens.

4: The Flesh And It's Secrets Shall Not Be Partaken

The fourth rule, attributed to the Healing Waters, sanctions the idea of letting people know what eating Siren Flesh does and letting anyone who eats it go unpunished. The reasons for this rule are three fold. First, even with the Restore Conclusion, the idea that someone could live immortally without repercussions of eating the flesh could lead them to become addicted to it or crave it for themselves, effectively making a new Flenser.

Secondly, this rule is made primarily to give the Sirens the unwritten approval to destroy any Flenser or other flesh eating Siren they come across, as they're a danger to all other Sirens. Even if they have redeeming qualities, they still have allies who don't and it's better to kill the messenger so the message isn't received.

Finally, this rule derides against the idea of a Siren feeding her Relationship her own flesh. One of the heartbreaking realities is that not all love lasts through the ages, and ensuring a beloved lives eternally alongside the Siren only increases the chances of that happening. Most Sirens agree that choosing between letting their loved ones die of old age or giving them immortality that may give infinite time to destroy their Relationship is infinitely cruel. It goes without saying that, allied to the Flensers and out of their own love for Humanity, the Current of Lethe breaks this rule the most often.

5: The Waters Of Stability Must Be Calm

Finally, the fifth rule attributed to the Drops of Knowledge attests that a Siren should ideally maintain her Stability and not fall to one side of the spectrum or the other. To be fairly honest, this rule is less of a law and more of an ideal that the Current of Wisdom believes most Sirens should uphold. They believe that a Siren is at her (mentally) healthiest when she's independent and has many things keeping her Stability afloat, whereas a Siren at lower levels of Stability becomes more dependent on that which she loves or clings to in Civilization and Nature.

Anger Management: A meeting for Sirens of Styx.
Aquaman: Sirens who don't know how to apply their Verses and thus come off as useless.
Bathroom Singer: A person who is horrendously bad at singing, but does so regardless for their verses.
Castrato: A male siren who insists on singing loudly for their verses.
Diplomacy Has Failed: An attack committed by Lethe, usually after attempting to get Sirens onto their side.
Jason: A Relationship (usually a male) who cheated on a Siren.
Little Mermaid: A Siren who rejects her Current or acts extensively in favor for her Relationships.
Medea: A Siren who deals with her breakups by burning them, and usually everything important to them, out of her life. "Man, she just went Medea on his ass!"
Pele: A Siren who tends to have really bad outcomes with her lovers.
Red Herring: A misleading Trace or when Sirens are focusing on unimportant issues.
Scylla: A really rapacious member of Phlegethon. A mortal version of this word is "Man-eater".
Solving the Hypotenuse: When a Siren gets rid of a romantic rival by whatever means necessary.
Surprise Adoption: When an Echidnal Siren kidnaps a mortal.
Ursula: A common name for a member of the Abyssal Current Cocytus.

Chapter Two: The Surfacing

"I must be a mermaid. I have no fear of depths and a great fear of shallow living." - Anais Nin

Almost anyone who is anyone within Siren society can reliably say that they have managed to surface and survive. The way a Siren survives marks her for life, granting her a Water to which she can call home. And no waters would be complete without currents that help them move and act asact, as gateways to new places. Sirens emulate that with their own Currents, a social structure that believe they believe have an answer for the Deluge. Whether or not it works is another matter of debate, but at least five of them are compatible with one another. These five are known as the Celestial Currents.

The Sirens have many other things they care for as much as the Deluge. There are those who did not survive their Drowning and became something less than human. There are those they wish to keep alive, safe and unharmed, as well as symbols that show the Siren that there's something in this world worth keeping alive. Hurting them draws the wrath of the Siren as if it were an offense towards herself.

This section details the six Waters a Siren may surface in, the five Celestial Currents that can be joined, the Breathless who almost became Siren but did not, and Relationships and Touchstones and all of their complications.

Discordia

The Waters of Brewing Ruin, Dissonantes of Sinking Songs, the Ocean of Might

What's the matter? Did you get beat up again? Did the bullies rip up your homework? Or are they threatening to take your crush away from you? What problem are you having now, because I'm sick of hearing you whine about your problems. You whine and bitch about them, but have you tried anything? Haven't they given you any incentive to try challenging them? Oh you have? But it didn't work, did it? But it taught you something, didn't it? To keep looking for ways until you can get yours. That being said, unless you have any other bright ideas, I'll be heading o-

...Asking for help? Who could you possibly ask for help? Me?
...I thought you'd never ask."

Nicknames: Morgans, Kelpies, Dissonantes

From the crime ridden areas of town she comes. Who she is or what she is doesn't matter, as her actions burn themselves into the depths of her followers eyes. Where she goes doesn't matter, because she soews chaos and pyrrhic victories in her wake. She's the leader of a rebellion or a terrorist depending on who you ask. People fear and love her name. As they sing out her praises, they give her power, and that power is what will pave a new path forward….or destroy the future of the city.

With a stench of carcasses and currents of bloody water do the winds blow from Discordia, and from which do the Discordians come choking and coughing up as they breath and clinging to the remains of broken rafts and bodies. Here, the water is filled with evidence of conflicts in the last days of the Deluge. The rafts that were made to float at the world's end had eventually succumbed to holes, caused by either animals biting their way through the bottom or the water damage caused from rafts being made of things never meant to survive the ocean. The human corpses likewise are filled with bites marks, bruises and marks of long rusted weapons.

This is what the Discordians see when they surface, the remnants of humanity's attempt at survival by any means necessary. The Song here is distorted, dissonant and crazed, a symphony of screams that detail the pure animalistic ferocity that all humans hold as a response when losing everything while the need to survive remains. To this end, every last Discordian brings forth this primal fury with them in their lives, before and after their drowning. All other Waters see them as anomalies, beings who have conflict as part of their nature rather than the ordained job of bringing harmony. On their end, the Discordians could care less. They still do their job the same as anyone else.

It doesn't matter if you know of water mythology or the truth behind Sirens. The Discordians are known by the shadows of the sea monsters who drown and harm all they come into contact with. They are the force of nature that changes everything with its passing and can leave a trail of destruction in their wake.

Canons of the Dissonantes

Water Changes, Land Does Not: Water isn't an element of stasis or stability. It is known for change and mutability, able to fit in anywhere and coming in many different forms or compositions. Most Sirens are content with the idea of serving as either calm and placid or harsh and brutal. Not the Discordians, for they are the ones who revel in the idea of change, reordering things and even breaking things down for destruction is another form of creation.

Conflict is Life: No matter what you do in life, you will always be bound to clash with other people. It's a simple cost of living and to deny it would be to deny even living at all. But accepting a philosophy doesn't make you into something else, it's living it that does. And the Discordians are known for being the ones who entice conflict in their lives as if they needed it to breathe.

Background and Character Creation

As ~~for~~ a Water known for conflict, the Discordians are often the type of people who've faced constant conflict or the like in their life. They may know how to take pain that others give, or they may be the type of person who knows how to dish it out. Either way, the Dissonantes are used to chaos, personal or otherwise, and know how to handle it.

Out of all the Waters, the Discordians favor their Resistance Attributes as primary, usually with Physical or Social attributes as secondary. Resolve is useful to keep on track of their quarry followed by Composure to not let anything keep them from reaching or following through. Stamina is useful to remain standing when no one else is and to keep going physically even if their mental willingness is fading. Social and Physical attributes cover the Discordian's method of attack. Skills favored cover the boisterous and obvious acts. These usually include Investigation, Science, Athletics, Brawl, Intimidation, and Expression.

Diluvian Form and Alterations

If any Siren's Diluvian Form appears at least humanlike, then the forms of the Discordians tend to look almost undeniably inhuman. Their hair always looks messy no matter with how much they try to comb it, and their body looks somewhat malformed or ill. The colors they sport always look "off" as well. The popular description for whatever color they have is "stained". Unsurprisingly, blood red to rusty brown is common on the Discordians.

Alterations pull from the animals of the earth who solely thrive on conflict. A Siren's immunity to disease may be even greater heightened by the rats who make their home in the sewers below

the cities of humanity. Perhaps their skin is as rough as a shark's, grating like sandpaper. Maybe an appendage has changed into a swordfish or sawfish's nose, a weapon at their disposal to use.

Opuses
The Dissonantes of Discordia voice the conflicts of life and put them into song. At Character Creation, the Sirens of Discordia are capable of taking up the Opuses of:
Blood, the water of life that runs through all things alive.
Taint, which manipulates impurity of all kinds.
Chaos, that which encompasses the cosmic principle of all things breaking down.

Quote
"Let's welcome chaos."

Stereotypes
Freshwater: Do you know not to leave a mess behind for others to clean up? Do I have to explain what a condom is?
Gardenia: Second verse, same as the first! "The ciiiiircle of Liiiiiife~"
Polaria: All things eventually break down, but nothing truly dies.
Tropicana: They're actually serious about drowning in their passions.
Vaporia: Ok, which one of you bastards ruined my project?

Vampires: You drink blood, I eat souls, people eat food. It's all natural in the end and yet they still call us parasites.
Werewolves: Even if we're tearing out each other's throats, we get them.
Mages: They look human until they want to try and metaphysically dissect you.
Changelings: Why not get up and fight the people you're hiding from?
Prometheans: Look at these guys and tell me how conflict doesn't build character.
Sin-Eaters: If you've tried to take something on and died because of it, get back off your ass and try it again!
Mummies: How many times do you need to be taken out before you stay dead!?
Demons: So...could you start back at the beginning? I lost you at the moment you said "God Machine".
Beasts: I wonder why you bother with an excuse other than the fact that you're hungry.
Leviathans: Well, I suppose if I'm the biggest fish in the sea then these are the fish in the ocean.
Mad Scientists: I'm sure your theory makes sense on some other planet, but the only problem is that "this is Earth".
Princesses: Never before has a hope speech made me want to claw my ears off.
Hunters: So you're marking your belt with each kill? That's cute. Look at my scales and, if you don't leave, get ready to get wrecked.
Mortals: There are those who take the pain and those who dish it out. Which one do you want to be?

Inspirations: The Sirens (Odyssey)

Freshwater

The Waters of Creation, the Preludes of Sapient Breaths, the Ocean of Birth

Today, we have an adorable baby boy named Robin who has joined us in this world last week. We wade through this river today to bring him to the grace of the lord, to the first waters of his life. However, as we bring him into the water of this river today, we must remember that out of all of the waters on the face of the earth, the first waters that we ever touch are the waters of the womb. Like the waters of the river, it is the waters that greet us at the beginning of life, and that connect us to the worlds of both humanity and nature. Let us greet this new child on the shores of both sides, won't we?

Nicknames: Melusines, Nixies, Preludes.

Every spring, there's multiple stories and reports of an impossibly beautiful song that, whenever anyone went to confirm what was causing the song, were only greeted by the newly bloomed flowers upon the river bank and ripples on the water surface.

The Sirens who drowned in the ocean of Freshwater remember the Song as a Prelude, something just waiting to begin so it can lead to something even greater than itself, and it flows through the Sirens who hear it like a leaf drifting lazily through a winding river. It tells the Sirens that both nature and civilization are irrevocably intertwined and cannot survive without the other. The Sirens of Freshwater remember seeing the ruins of civilization atop the Deluge, and as they were surfacing they saw the marine life making their new homes in the old ruins. As the Skyscrapers still reach the surface, where at the top the remainders of birds make their nests, the song makes a final point from the fish in the ruined streets and birds atop. The final notes in the Prelude shows true that new life can rise from the ruins of the old.

As such, the Sirens of Freshwater celebrate the coming of new life. When they sing, they seek to bring in new inspiration and motivation to the world, to begin anew and birth more in any way and form to this world, for the most grand thing to these Sirens is the new beginning.

The Freshwater Sirens are the Sirens humans think of when looking to the rivers close to their towns and cities. They are the Sirens closer to land than any other, and thus the closest to Humanity as a whole. This is as equally a danger as it is a benefit, as Sirens who tread closer to humanity also risk drowning it.

Canons of the Preludes

The Future Is Now: Look upon Freshwater. Even though the end is here, it doesn't stop the birds from building their nests on top the ruins of the Deluge. Fish still lay eggs and the currents keep moving. Even if the end is here, the beings in the Deluge still live on, taking every opportunity to bring something new. The Freshwater Sirens believe more so~~moreso~~ than other Waters that every second is another opportunity for the new and they embrace it as such.

Life Is Always Changing: The currents that run through Freshwater always carries some tinge of another Water through it. Never is it the same water when you visit it. This lesson flows through

Freshwaters Sirens, that you can never be the same person you were yesterday, because you were in a different time then.You can never go back to the past you desired, so why let it drag you down in the future? Just like how natural water never stays in the same source, so should people see each day as a new day for new things.

Background and Character Creation:
The Sirens who've surfaced in Freshwater tend to be those who are at home around other people, or those who are at home with civilization and human society. They needn't be the most extroverted of extroverts to be a part of this water, but it is common for those type of Sirens to be here. Humanity as a whole is a very social creature.

Fittingly, the Sirens of Freshwater tend to favor Social attributes, but it's not uncommon for Mental or Physical to be the primary with Social secondary. As for skills, it's very much the same story. Social Skills tend to be favored. but there are those who favour some Physical and Mental skills over them, such as Academics, Computer, Politics, Science, Drive and Larceny.

Diluvian Form and Alterations
The waters of Freshwater take from all sources of freshwater in the world. From the lakes, rivers and streams that flow through land and where everyone on land base their lives from. Their scales or skin can be of any color shared by those animals, which incidentally includes all colors available in the spectrum. Their aquatic form also tends to look much more human-like~~human-like~~ than Sirens of other Waters.

As such, the Alterations take from animals within fresh water sources, most commonly those close to humanity. There are Sirens who have an amphibious quality to them, allowing their aquatic form to tread on land as they are able to on sea, or last on land for far longer than any Siren can in their Diluvian form. Also like the fishes who migrate between saltwater and freshwater, they can bear the ability to swim against the current as if they were swimming with it and a common quality of olfactory memory as well.

Opuses
The Prelude of Freshwater sings of the beginning, the birth of people and things and ideas. At Character Creation, Sirens of Freshwater are capable of taking up the Opuses of:
Human, the word that identifies all mortals or concepts created by Mortals and dealsdeal with the banishment of supernatural taint.
Technology, the word that touches the children of human ingenuity, from the first wheel to the latest and most popular accessory.
Fate, the mother of all possibilities and connecting to ideas of destiny.

Quote
"Let's start something new."

Stereotypes:
Discordia: Is there anything they do that doesn't end up ~~with~~ pissing someone off?
Gardenia: Why get in with things that'll still be there when you get back?
Polaria: Why focus on the somberness of death when the transience of life is the most beautiful part?
Tropicana: Now these guys I can understand, but they're too intense for my tastes.
Vaporia: At least we care for what we create. They're deadbeats when it comes to their interests.

Vampires: They don't create, they plagiarize what's there and corrupt its original meaning.
Werewolves: The sign of a good mother is that even if you kicked them out, they're still working for your sake.
Mages: Making up iconography is always fun.
Changelings: You guys need to get out more.
Prometheans: Whatever made these has a very twisted sense of what creation is like.
Sin-Eaters: Is resurrecting after death considered a new start? Or continuing where you left off?
Mummies: You can't just start back at an old save 1000 years late and not expect to be punched in the face by the difficulty.
Demons: You're kinda sad, being reborn and all but taking over the lives of others.
Beasts: Big teeth, check. Sharp claws, check. Kinda boring and old school, don't you think?
Leviathans: I never wanted to go to the deeps anyways.
Mad Scientists: Such ingenuity. Such beauty. Why not be happy you can do that and not mope that it can't benefit people?
Princesses: If they had gills I would say that they're our family.
Hunters: Just because it looks like a monster means it's not human? How dare you! I'm more human than some of your friends!
Mortals: What would we be without them? I don't want to know.

Inspirations
Ariel (The Little Mermaid, Disney Version), Ponyo

Gardenia

The Waters of Tectonic Movements, The Harmonics of Submerged Eden, the Ocean of Preservation

Rot and renewal, life and death, new and old. No matter where you look in this world, you see that everything that passes on gives rise to new things to take their place, and in time pass on themselves. This rule works for both Nature and Civilization. If you don't see it, then imagine it like this. When you were a child, you believed in Santa Claus, right? But when you grew up, you either saw your parents putting the presents from "Santa" under the tree or they told you that Santa didn't exist. Yet now, as an adult with children of your own, you now hold up the same

illusion your parents gave to you when you were but a child. These cycles exist everywhere, and it's our duty to uphold them.

Nicknames: Bunyips, Nagas, Harmonics

Rumors speak of how some people in town leave for a few weeks at a time. They're said to go do their jobs in other towns. But a few whispers speak that the people do not head to other towns, but into the forest instead. Urban legend says that those who try to disrupt the forest are stopped by the things that are said to live in the forest….but that's not true, right?

The Sirens who drowned in the Waters of Gardenia recall the song as a Harmony, a song that had gone through many different changes in sound and even in depth, but regardless it keeps the same overtone and even eventually returns to the start of where the Siren began hearing it from. The Song heard in Gardenia has no perceived beginning nor end, or rather the beginning and end connects to each other like the Dragon Ouroboros. The voices that make it up are the voices of nature or those who fled to the wilds as the Deluge happened, though the Song of Gardenia doesn't require voices to understand its meaning. It shows that everything feeds into each other, and that natural law must be upheld and those who fail to do so must be corrected. The cycle must continue, for if it doesn't, everything drowns. Their Song holds both Nature's Fury and Beauty. The Sirens of Gardenia recall the place as forests of both kelp plants and deciduous trees. Here is there still signs of life, the only sure sighting being their corpses being used to fuel the plant life down there once more.

The Sirens of Gardenia are often those who would seek to keep up the forces that keep the Earth spinning and the currents running. They're the ones who give and are given to. This sort of generosity found in nature is what gives life to these Sirens and they give it all in return to those deserving of it. These are the Sirens people think of in muddy swamps and rivers in the middle of nature unseen. These are the Sirens more intimately combined with nature and the fruits of its teachings.

Canons of the Harmonics

History Repeats Itself: Fish eat plankton, shark eat fish, and dead sharks serve as food for plankton. This very simple rule of nature is omnipresent in the water of Gardenia. This repeatable cycle doesn't go for just nature however, it applies for humanity as well. Afterall, humanity has cycles of history with the same tragedies and comedies playing out again and again. If you can see which aspects you wish to stop, then a Siren has the power to change that history herself.

You Get As Much As You Give: The ideal that everything eventually receives in proper turn is common happenstance in Gardenia. The squirrel who buries a nut in the yard finds that it's later generations of children make their homes in it. Humans recognize this phenomenon as well, in their words calling it "Karma." Kindness reaps kindness, and cruelty reaps cruelty.

Background and Character Creation
Contrasting with Freshwater, the Gardenian Sirens are those who are more at home in the outdoors, with animals or with the cycles of nature. It doesn't matter whether it was through people who found peace within nature as those who work with it or in it. They hold both the granola girl and the hunters, and yes there is at least some division within Gardenia due to this. It also has those who don't even like nature or have nothing to do with it, and yet they understand the very cycles of how nature works that they can't help but be pulled to Gardenia.

In the grand scheme of things, the Gardenians favor Physical Attributes and Skills above Mental and Social attributes due to their abilities dealing best with nature and physical matters. Specifically, skills include Athletics, Brawl, Stealth, Survival and Weaponry, but Animal Ken, Science and Medicine are practiced as well.

Diluvian Form and Alterations
The Waters of Gardenia takes from the waters of the world rich with life-giving soil. From bayous to swamps and marshes, the Gardenian Diluvian Form and Aalterations takes from the appearances and animals of these places. Verdant and dirty appearances are common, as are taking appearances that are more on the side of animalistic are in.

As they take from bayous and swamps, the Alterations draw from the same animals who make their homes there. Some have jaws with tusks like the Hippopotamus or as many teeth as the Crocodile, but they both hold such crushing power that most other Sirens can only weakly imitate with piranha or shark teeth. More than a few make use of swimmerets, extra legs utilized by the crayfish to help catch and/or swim easier. Some Sirens tails are rather long like the Anaconda's, and with all the ability to constrict the life out of things as well. In short, creatures in the untamed waters are good to use for Alterations.

Opuses
The Harmonics of Gardenia sing of the movements of the earth and animals as well as the growth of everything into each other. At Character Creation, the Sirens of Gardenia are capable of taking up the Opuses of:
Earth, which encompasses not only the soil beneath our feet but also of the stability associated with it.
Animal, which sings to the mind of all of the non-sapient children of nature, both animal and insect.
Growth, which applies equally to all plant life as much as it does to anything that can move.

Quote
"Life gives to Life. What have you given today?"

Stereotypes
Discordia: Though you live in conflict, you tend to forget that conflict does not last forever.
Freshwater: Creation is beautiful, so long as there's someone there to care for what is made.
Polaria: Death is only a single stop on the cycle of rot and renewal.
Tropicana: Heated and passionate, able to keep things going even if they're alone.
Vaporia: Broken supports and just as stable.

Vampires: A continuing perversion of life that has lived past its designated end.
Werewolves: About as interesting as a lifestyle for any normal wolf pack.
Mages: The hypocrites who take when the world has nothing left to give, and question why it broke in the first place.
Changelings: There's something they attach to cycles that seem to keep something else at bay...
Prometheans: Utterly inhuman and corrupt everything by the vice of their existence.
Sin-Eaters: How many encores will you suffer before the final curtain call?
Mummies: They seem like they've been long since asleep, a relic of worlds past that has no place in the present.
Demon: Trespasser! You don't belong in this world!
Beasts: You may claim to be the scariest thing around, but there's always an ocean with something scarier.
Leviathans: Your rules have come to an end. Accept it and live with it.
Mad Scientists: A human mind that has tapped into divinity. But human minds were never made to handle it in the first place.
Princesses: There's something odd about them, like they've woken up from a smashing dream and wish to spread that across the world.
Hunters: If you're going to treat us like animals, then expect to be taken down by one.
Mortals: We have a job that we must do, but if it's for them, then it's worth it.

Inspirations: Princess Ruto (Legend of Zelda)

Polaria

The Waters of the Frozen Hearts, the Dirge of the Absent Voices, the Ocean of Perishing

It's truly a shame, what happened to this man. He was a loving father, and a good husband. He was also an honorable investigator, working hard and all alone on a mission when he met his untimely demise. But as darkness may try to extinguish all light, the light can be passed onwards to those still alive. The light of hope….and the light of truth. What light of truth has he beheld when the darkness of death had consumed him? What did he find out in his case before he met with the "agents" who dragged him away from us?

I speak now not of this man's death, but of the truth he's left behind. For those who want to leave, know that you will be unable to carry the torch out of this room. For those who wish to stay, I warn that when you hold up this torch, you must also look into the deep darkness that this man beheld. There is no way to avoid this, and...partake in the lesson this man's death brings us. Look into the darkness, and it looks back into you.

Nicknames: Rusalkas, Selkies, Dirges

There are whispers of stories in the frigid oceans, that those who travel in the dead of night and have profaned the names of humanity are never seen again. The only remnants of their passing are their sunken boats and ships, devoid of any rotting corpses of their owners inside.

The Sirens who Drowned to the icy ocean of Polaria remember the Song being a dirge filled with despair of those who died that begs the Sirens who hear it to beware of the darkness that befell them and to never fall into the same. It cries that some things in the dark should remain there, and to behold it is to let it behold you. When they Surfaced, the Sirens of Polaria remember seeing glaciers atop the Deluge, where the corpses of those who sang to their very last breath are still frozen as a testament to their existence. The Song bears a final note on it, shaped only by the voices of the deceased through the absence of their words: That something is only truly dead when it no longer exists in any form.

As such, the Sirens of Polaria bear these grim truths in their hearts and voices. They sing so that those before them are as heard as themselves. They bear the darkness and unbeholden secrets of the oceans that few dare to peer into. They are willing to look and even do the things that other Sirens fear to do….

And they do it because they're the only ones who can.

Sirens of Polaria embody the concept of the Sirens at the far north, whose salty voices sang sailors to their doom and that embrace the dark and unknown aspects of the sea. The type of people who are drawn to the Ocean tend to embrace the same path of doom so grand that it makes others remember, if not who they were, then what their purpose was.

Canons of the Dirges

All Things Come To An End: This is perhaps one of the central parts of the Polaria. Deep within the waters, the animals feast on those who've died, and in turn they are devoured. This truth shows that all things must someday end, be it good or bad. However, an end is not *the* end. An end gives way to a new beginning, even the ending of Death can bring into another life. Endings were not made to be dragged on after everything's said and done either. There's no such thing as "Happily Ever After" proving true, especially in the World of Darkness.

The World Still Moves: Despite the constant of death within Polaria's frozen waters, it's not the eternal state of Polaria. No matter how many things end up in its depths, the currents still flow through the Deluge. Even though it is the end of the world, the world continues to move in spite of the grieving. This is another truth to Polaria, that the world in general cares the same amount for a hermit's lonely death in a cave as it does for a child's death with their parents with them. It may notice, but ultimately it doesn't stop to grieve. There is indeed a time and a place for grieving however, but at some point should the grieving cease.

Background and Character Creation

The Sirens who surfaced in Polaria tend to be the type of people surrounded by death in their lives, or those who have adopted an outlook of fatalism in their lives. Military personnel, doctors and people who throw caution to the wind tend to be amongst those who surface.

As a whole, the Waters of Polaria tend to favor a mixture of Mental and Social Attributes. From Mental Attributes, they favor Intelligence and Resolve for both their ability to retain information and the willingness to pursue it even if it leads to the depths themselves. For Social Attributes, they favor Manipulation and Composure for the ease of coaxing mortals and for the ability to keep their emotions in check when the sea rages around them.

Depending on the type of Siren who joined Polaria, Mental Skills or Physical Skills can be depended on to be their best points. Academics, Crafts, Medicine, Athletics and Survival are commonly used. Due to them heralding the Death Opus, having the Occult skill is also very common in dealings with the dead.

Diluvian Form and Alterations

The Diluvian Form and Alterations of Polaria take from the marine animals that live in the counterparts in the real world, from both the Arctic and Antarctic Oceans. Their scales and skin are often either pale or within darker colors, or often within the very same colors of the water they inhabit, making them almost fade into the background. The most common colors are black, white, and all shades of grey and any prominently dark color. Dark blue is a very common one.

The Alterations of Polaria just as well take from the animals that live there. They borrow qualities from the fish who live in the waters up to the warm blooded mammals who call it home just as well. The most notable are the qualities of the Dissostichus and Channichthyidae families of fish that hold antifreeze proteins and white blood that makes them almost invisible. There are Sirens who have warm coats of fur like seals own instead of skin, and those whose tails are that of Orca whales with just as much killing power.

Opuses

The Dirge of Polaria sings of darkness, death and cold, of which the Polarians draw from the most. Upon Character Creation, Sirens of Polaria are capable of taking up the Opuses of:
Death, the word that connects to dead bodies and wandering ghosts with equal power.
Darkness, the word to manipulate shadows that can equally conceal as much as they can illuminate, as well as the ability to bring forth all life's primordial fear of the darkness.
Freeze, the word that stops progress as much as it turns water to ice.

Quote

"Lives flee and years fly, fruit rots and meat decays, memories are made and passed to the next generation, for fame never dies."

Stereotypes
Discordia: Only the insane would measure the amount of pain they suffer to measure their worth.
Freshwater: How do you remain so cheerful when it's the "Beginning" of the end?
Gardenia: The circle of life may remain the same, but that doesn't mean it can't become something utterly different from what you once saw it as.
Tropicana: The light that shines twice as bright dies twice as fast.
Vaporia: The same transience of ghosts without the initiative to move on.

Vampires: Undead abominations who are deaf to the Song and more than content to hide in the darkness.
Werewolves: My sources tell me we should avoid them.
Mages: Don't say I didn't warn you when I spoke of "peering into the depths".
Changelings: They understand. But they hide away instead of doing anything about it.
Prometheans: Unnatural, best if they simply walked to the uninhabited reaches of the world and never came back.
Sin-Eaters: They have a tie to death that we could never hope to achieve. But then again, who would want to be bound to death forever?
Mummies: They're drowned and still trying to surface.
Demons: You run and you continue to run. What is it that terrifies you?
Beasts: I do not fear the darkness. I fear what calls it home.
Leviathans: It's as if something that had died long ago was brought back to the present world.
Mad Scientists: If most end of the world movies begin with a scientist being ignored, then would it be comforting or terrifying if it was one of them?
Princesses: Naive, but a light in a dark world.
Hunters: There's too many who don't know who the monsters are or haven't realized they are the monsters.
Mortals: If you don't act now, then things will happen that you will regret and never be able to take back.

Inspirations
Hans Christian Andersen

Tropicana

The Waters of Bright Passions, The Passionatos of Searing Emotion, The Ocean of Growth

You got your student loan check back today? Well, it sounds to me like tonight is a night to go out! What? Are you seriously thinking of putting it back into your loan? Look, I'm all for letting you run your boat however you want, but to ask, why not take advantage of this even if it's just a short time? You're gonna have to pay your student loans back either way, I doubt that a hundred or so dollars would make a huge difference in the end. You'd still be working it off, but you'll still pay it back. So why not take a nice night off to not think about the future? Hell, I'll put in my money and we can get into really good stuff!

That's what I wanted to hear! Let's have some fun tonight~!

Nicknames: Camenae, Wahines, Passionatos

Everyone knows her at the club. And if they don't know her, then they've heard stories of her from other people. Her exes recall her as a whirlwind romance and a saint, other patrons in the club remember her as other things. It's no surprise, she owns the club so she's gotta know her patrons. Sometimes people are asked for favors by her, just minor things in general really. But there's a rumor or two of a few things she'd keep confidential….such as like that fish mask guy who appeared there had gone up to see her….and never came back down.

Sirens who recall searing hot vistas and the vestiges of volcanoes recreating land are usually those who drowned to the water of Tropicana. Just like the sunken beaches and subterranean volcanoes spewing lava at the bottom of the Deluge, the Song in Tropicana manifests as a

passionate ballad. It sings out of the joys of life, that every bit of life should be perceived at every angle possible. You only live once, so why not take life by the balls until it shows everything to you, begging for mercy all the while? It calls to put your whole into what you do, even if it burns you to cinders. Those who venture into Tropicana have an uncanny lack of evidence for those who've died, but tons of ash where land was at. It is believed that those in the places Tropicana inhabits were celebrating and dancing, giving up to their very last breaths in creating their portion of the Song. Even if their remains were not permanent, they still leave their marks in the end.

Tropicana Sirens bring to mind the tales of Sirens who celebrate life and serve as muses to humanity. They're the ones who garner power for themselves and seek to spend it all out in turn, whether for their own interests or for scattering it to the winds. Like Freshwater Sirens, they tie into humanity well, but unlike them the Passionatos are tied into life with an intensity only exceeded by the burning sun itself.

Canons of the Passionatos

Time Doesn't Wait: Each second ticks by with each breath you take. Each moment that could be lived through and cannot be taken back. Time waits for no man, and no amount of wishing and yearning will turn back the clock or make them come true. Why should you wait when this day could be your last? Each Tropican Siren believes that, though they have an extended grasp of time, they should not wait or dilly dally in things they could be doing now.

Drown in Your Passions: To a Tropican Siren, it doesn't matter whether you hate something or love something. What does matter is that if you care about it, you must be able to feel about it with all of your heart. Hatred and love are two sides of the same coin, and to not feel one way or another about something is if it's out of your heart altogether. What matters is whatever you put your heart into, do it with all your heart even if it completely destroys it in the end.

Background and Character Creation

Everybody tends to think the Passionatos are fierce and dance to the beat of life with every step they take. This is true for many of them, but the defining trait of a Tropican Siren is simply passion. It isn't required to love many things, loving one thing with a bright intensity has the same brightness as loving many little things the same way. They can fall in with anything they're passionate about intensely, and should something take their interests they can leave their likings with the ease of blowing out a candle.

The Passionatos favor Power attributes more than any other attribute, any one of them being the most developed according to the Siren's interests. A common pattern is that the one power attribute the Siren forms the most interest for also shows her secondary focus. For example, someone who has a passion for archaeology will have their Intelligence as their highest Power attribute, following which she develops her Mental Attributes as her secondary. Skills tend to

favor on whatever they have set their interests in, the dots being spread out or specialized are equally common.

Diluvian Form and Alterations
The Tropicana Sirens tend to hold brilliant, bright and vibrant colors on their forms, making them stand out from all other Sirens. This change can even extend to their mortal form, for at least even one aspect is much more noticeable than all the rest about themselves. Otherwise, their forms are very much akin to the animals that may be found in the Tropical climates of the earth.

Knowing this, the Tropicana Alterations pull from the animals of the tropics. Examples of Tropicana Alterations include the poison immunity that clownfish have acquired and holding the deadliest poisons known only to the Stonefish. Some have the hard shells of sea turtles and others have sharp maws filled with teeth like the Great White Shark. Some of their tails even split into tentacles, like the squid or octopi of the world's own.

Opuses
The Passionatos of Tropicana sing of the grandeur of life and the powers of passion. At Character Creation, the Sirens of Tropicana are capable of taking up the Opuses of:
Light, the brightness of the soul and the warmth of the sun codified.
Passion, which connects to the powerful emotions of love and hate alike.
Temper, which boils water and makes things come to their greatest points of their existence.

Quote
"Life is a banquet and too many people are starving."

Stereotypes
Discordia: They're so easy to rile up, it's almost fun.
Freshwater: Do I look like the type to care for children? Making them is another thing though.
Gardenia: What you call a steady job is what I call boring work without any excitement.
Polaria: These guys are so dead on the inside, have they ever heard of getting out at all?
Vaporia: Come on, you can stay for much longer than that!

Vampires: I won't let it be said that a dead heart can't have passion.
Werewolves: That fury, I just wish I could know what that feels like….
Mages: Well, what can be said? You have to suffer a little if you want to get to your best.
Changelings: Look at what these guys live on and tell me that emotions don't have any power.
Prometheans: You're cramping my style, quit following me.
Sin-Eaters: What's it like to come back to life, but with someone glued to your soul?
Mummies: It's not something to be proud of if you lack the free will to pursue it.
Demons: I'm not repeating myself. What did you do with my beloved!?
Beasts: God's not here to say "let there be light", so I guess I'll do that myself.

Leviathans: It's amazing the amount of desperation someone has when they wish to establish their rules.
Mad Scientists: Their level of inspiration is…well, I wouldn't mind being consumed by that.
Princesses: There's a light for everything if you know how to look for it.
Hunters: Come in boys! What's the matter, afraid of being splashed~?
Mortals: All I want is one tender night we can have together.

Inspirations: Undyne/Undyne the Undying (Undertale), Sayaka Miki (Puella Magi Madoka Magica)

Vaporia

The Waters of Formless Auroras, Capriccios of Empty Skies, The Ocean of Contact

> *Hey! Yes, you, on the ledge! Isn't it a lovely day today? There's not a cloud in the sky, the birds are singing, the winds are blowing. A little hard in fact. If you're not careful, you might have an accident and fall of the ledge. Of course, you're probably not looking for an "accident", aren't you? Don't worry, I'm not going to tell you not to jump, that's your choice. But could you be a dear and tell me why, or more likely "who", is the reason you're up here? Let's just say if you're suffering from something intentional, then they deserve to have something intentionally happen to them as well~*
> *...Good, just come off that ledge a moment and tell me everything.*

Nicknames: Fossegrims, Asrais, Capriccios

An old folk tale in the most obscure bits of the country tells the story of the wandering fisherman. Nobody knows when he comes, nobody knows when he leaves, for who would pay attention to a lowly fisherman? But when he does appear in town, strange things start happening. Fishermen notice that the fish are more ready to jump onto their lines. Couples who've gained advice from the fishermen find that their relationships prosper. The long time company that has been draining the town begins receding away. At the height of the strangeness, the fishermen leaves as he is not needed anymore.

From within the foggy vistas, windy skies and the surface of an ocean that perfectly reflects the heavens do the Sirens of Vaporia hail from. Each ripple or event in Vaporia carries on throughout the entire water, affecting everything else no matter how big or small the impact is. The Song in Vaporia doesn't carry a tune the same way the other Waters do. Like John Cage's "4'33", anything made is music to Vaporia and it consists off of those who knowingly or unknowingly add to the Song. Without words, it teaches it's vital lessons. That people can add to anything for good or for ill, whether they know it or not or even if the change is perceptible at all. It also teaches that there is a freedom for choice and will, but that for each choice made, there

are consequences to be suffered. As such, a Capriccio is expected to think carefully of her choice and what will happen as the consequences of it, and may even interfere with the choices of others whether for good or for ill.

Vaporian Sirens bring to mind the imagery of the mermaids and mermen who touch the lives or events of people and places, changing them in significant ways before fading out of the existence unsure of whether they'll appear again. Transients who are fine with the element of transience, and perhaps the most fickle of all Sirens to boot.

Canons of the Capriccios

Ripples In The Lake: Like ripples travelling across a lake, each action drips down and can affect other choices down the line. A father's choice to skip college may entice his daughter to put her all into schooling and succeed for her future. However, an original decision may lose its strength and power with enough time, and as such hold no sway anymore. Knowing this, some Vaporians might have enough skill to be able to combine many ripples into one grand tidal wave of change.

Choice and Consequence: This world is not a world of individuals who can live their life however they desire. For each action sent forth, there is a reaction, a consequence that takes place. Like the choice, you can make it out for good or ill, but a true Vaporian knows that good choice can have a bad effect and vice versa. Take the tidal wave above. It's made of so many different choices and factors, but it's also destined to destroy just as many choices, if not more. What will you choose? And what consequences will you suffer?

Background and Character Creation

The Vaporians are known for their transience in life, always the new guy no matter how long they've been present and capable of fading into the background of all except those who hold them the highest. They also feel the most comfortable with situations when they have the wits to figure out their options and the touch required to get the one she desires into action. The ability to take pressure and work under it is invaluable for Vaporians.

Befitting the ephemeral touch of the Vaporians, they favor Finesse attributes more than any other attribute. Wits helps them stick on their toes and notice what others fail to. Manipulation is useful to make someone see things your way or to "help" someone come to a decision. Dexterity is equally useful both above and below water. For skills, Social tends to be the most common, although Mental and Physical are equally tied for secondary focuses.

Diluvian Form and Alterations

The weightlessness of Vaporia shows itself on the Vaporian. The best way to explain this is that no matter how well as Vaporian looks, they're always feeling "lacking" of something. Be it weight, height, color, there's something lacking but the Siren isn't less for it. It can even accentuate her features and draw people to themselves. Colors tend to look drab and muted, using greys and pastel colors that look like they've been through the wash one too many times.

As for Alterations, the Vaporians draw from strangeness as well.They may have fins on their tails that appear like wings and help them launch themselves through the air. They might exude a smoke screen when they will it, fleeing while enemies lie blind. Maybe they can morph their features to look like the opposite sex for a time, like the ribbon eel. With people build about surprise, who knows the breadth of the Vaporians alterations.

Opuses
The Capriccios of Vaporia sing of the complexity of life and the freedom in knowledge. At Character Creation, the Sirens of Vaporia are capable of taking up the Opuses of:
Wind, which is both the breath of life and~~as it is~~ the song of the sky.
Weather, which can both rain down the fury of the heavens or turn a cloudy day back into a clear one.
Pressure, the word that commands within physics as well as decision and force.

Quote
"Enjoy me while I'm here, because I may not be by tomorrow."

Stereotypes
Discordia: About as subtle as a Tsunami.
Freshwater: Once you've made an idea, you no longer need to carry it with you. It lives on in the hearts of those you gave it to.
Gardenia: You'd be amazed at how many cycles that can be maintained when you work enough people to hold it.
Polaria: I'm sure I could give them many stories if I weren't obligated to hide most of them.
Tropicana: They're too in love with the spotlight, but that draws attention away from those wanting to be unseen.

Vampires: If anyone wants to know why not letting go is a bad thing, I'm going to show them these guys.
Werewolves: Remember, wolves can't catch shit in the water.
Mages: Curiosity killed the cat, but people forget to mention that satisfaction brought it back.
Changelings: Have you tried thinking like they do? Maybe then you can find better ways to avoid them.
Prometheans: They….certainly throw wrenches in the works.
Sin-Eaters: They're dead, they know it and will take advantage of it.
Mummies: Now these guys are dead, but don't know it yet.
Demons: They know what it takes to defend your free will.
Beasts: They're not monsters because of what they do. They're monsters because they think they can escape the consequences of their actions.
Leviathans: This is why moving around and fleeing are perfectly viable options.

Mad Scientists: Could we have a quick chat on that techno-fishing pole you got?
Princesses: I know a couple guys we get along with.
Hunters: Live and let live? It's more like "Kill or be killed" for them.
Mortals: Cherish while they're there, who knows when you might next leave.

Inspirations: Marie (Persona 4 Golden), The Little Mermaid (Original Version)

Current of Buoyancy

The Winding Current

[Image: An anemone seen from above makes most of the image, with tendrils curling outwards and having the vague impression of smiling faces as seen on the Comedy mask. Inside the tendrils are some black fish, obviously dead and having frowning faces as seen by the Tragedy mask. In the middle of the anemone, free of tendrils, lies a single clownfish with the same Comedy face on it like the tendrils.]

Nickname: Clownfishes, Tramps (derogatory)

A pretty, twenty something goes into a high class bar. She orders a drink from the bartender who once worked at red light district bar, never making enough tips to pay off the bills. She has also paid a drink for a strapping young man, but the bartender said it was from another girl sitting all alone who had her V-card punched out a week ago. The man and the girl meet, a bit awkwardly, but nonetheless without a hitch. They order some food, and while the cook, whose cheating wife has mysteriously disappeared, prepares it, the original girl suggests an extra ingredient while she's talking to him. The couple receive their food, and the man bites down...only to choke to death as the pretty twenty something leaves. Want to know everything in common? The man is….not important as he's dead now, but his death was to send a message. Everyone else owed the twenty something pretty girl a favor she did for them and they all paid up that night.

Sirens are creatures of both love and madness, wrapped up into one being who was once human. Some Sirens express this in profound ways. One could "protect" her beloved by killing those who broke his heart. Another could save her childhood playground by flooding the machines with water. A final one would force a loanshark to give up on all of her clients, because a few of the debtors were~~was~~ her family. The best way some Sirens act, or be, is like a necessary evil that cleanses the evils worse than man or nature from the world. The Current of Buoyancy, who name themselves from the Clownfish that makes its home within poison, are more than happy to do so.

History

The Currents espouse that their duties began around when Ceto was realizing that her duty was too big to do on her own. So in her wanderings of the world, she had began to look for people who could reliably carry her duties out, dividing them into ten forms of duty.

For the Current of Buoyancy, Ceto required someone willing to deceive and do unscrupulous things if it meant that it would grant a greater benefit. She required cunning, craftiness and the ability make a way through turbulent waters. She didn't need to search long before she found Mami Wata. According to the highest of Buoyants, she was a tramp and a thief, unable to be

caught by mortal eyes. Ceto was said to have required the use of magic before she could notice Mami taking her purse. When finally catching her, Ceto gave Mami Wata a deal she couldn't refuse.

Though the tales of Mami are many and mostly derogatory, none can refute that she didn't have an effect on those around her, forcing changes for the better with unscrupulous methods. As a result, the Current prizes the ability to manipulate and flow your way through those that would give a hand to the Deluge. There are the silent chessmasters who build resources, allies and contacts like the anemone tendrils they liken to. There are the spies and assassins who lead their targets a doom of their own choosing. They can be the best dreams some people have only once in their lifetime, and the worst nightmares to criminals not caught by mortal law, kept perpetually in fear of when and where they will show to the world the list of their sins.

Out of all the Currents, the Current of Buoyancy is also the most focused on upholding the Siren's Masquerade, and as such tend to be seen as...unpopular when dealing with any that have done so. But when it comes to avoiding flashlights and harpoons, there's no group better at averting this or giving an escape route for it.

Members

The Winding Current could not be called "The Winding Current" if it took the straight path, would it? Like the name implies, Sirens who join this current favor using alternative or unseen methods to fix their problems or to act like a solution. Such as sending out ideas of a Vodianoi rebellion will draw Echidnals like piranhas ~~come~~ to bloody water. It's this kind of thinking on her toes combined with the composure to find her way to a solution that the Winding Current favors above all else. As such, Finesse and Social Attributes are favored. Skills like Larceny, Stealth, Weaponry, Brawl or Firearms, and Social Skills in general are favored by the Current.

The Current of Buoyancy also favors members with high amounts of Social Merits, which most Clownfishes name as their "toolboxes". Even those without merits tend to find themselves the ability to build them up with nothing more than her wits and learning that anything she has is a potential tool for her and other's benefits. Otherwise, if her wits and words fail, then it usually never hurts the Siren to use blunt force, stalking and blackmail to get her way.

Out of the Waters, Freshwater and Polaria are some of the most common Waters due to their affinity with humanity and darkness respectively. Vaporia is also common, as their very foundation is in transience which is something that greatly benefits the Current.

Canon of Buoyancy: Between Scylla and Charybdis

The choice between good and evil is a common theme in many places, and for many it's always an easy answer. But this is the world of darkness, where the choices are often between the

greater and lesser evils. What should one do? Lose just a few sailors or lose a ship and the sailors to the whirlpool? The Sirens of Buoyancy see the Deluge as this, a simple choice between the bigger and lesser evil and attempt to solve it as such.

The Clownfish know that when it comes to the Deluge, hard decisions like this too often come to pass where Sirens will have to make them. And unlike "lesser of two evil" scenarios, most will be unaware of what's at stake, how many evils are present and affected and even how to go about it. These very same decisions can also threaten her Stability, make her less sane and more willing to transgress against Stability of both ends.

But regardless, one thing all Clownfishes know is that a choice must be made that nobody else is willing to make. And when those times and decisions come, that she must be the one to act and ensure that the lesser evil for the world is chosen and acted upon.

Trace

A Clownfish is able to Trace in such a way that it allows her to see the secrets that lie in the past and future. The Siren's trace leads her back through the fire and sees the face of the man through his mask. She sees through the tinted windows of his car and sees the empty can of gasoline and a crude map of possible marks. Sirens in the Current of Buoyancy gain an automatic success within the Time section of the Trace.

Conclusion: Travel

The Winding Current is the freedom of movement, the ability to serve and maneuver, the dexterity of the clownfish who travels through walls of poison and plain water unharmed and leaving its predators to rot behind them. Out of all the Conclusions, the Current of Buoyancy favors the Travel Conclusion the most. It can allow a Siren to travel between two coasts on opposite sides of the continent in the blink of an eye, or to allow passage into strange worlds or pass through things without facing harm while the same doesn't apply to her enemies. It may even provide travel in a conceptual way, like making a thought reach a desired end point. Who knows but the Clownfish where this Conclusion may go?

Quote

"There's only two sides. Those who do good and evil and those who sit by and don't do a thing. So which one are you?"

Conflict: Sometimes you need a scalpel, sometimes you need a hammer.
Harmony: You would make so much more progress if you just asked us to handle it in the first place.
Healing: You shouldn't fix what the problem is in the first place.
Wisdom: As it stands, you have little to offer me beyond lectures of keeping Stability up.

Acheron: If you want to kill things, then make our jobs easier and kill yourselves.
Cocytus: We both have a purpose, but one of us has flimsy reasons.
Lethe: I've heard that your boyfriend is currently being kept by the Sharks. Want to know where he's at?
Oceanus: We may seem fruitless, but at least we've gotten somewhere against the Deluge.
Phlegethon: At least we use our capabilities for a greater good. They use it for sick kicks.
Styx: Give them accurate information of Flensers and Lethe and watch them eat each other.

Vampires: A leech is only problematic so long as you let it sit there.
Werewolves: We aren't the only ones with invisible allies.
Mages: Just keep digging, you're sure to find their name somewhere. Don't forget a back up to have someone spread it if something happens to you.
Changelings: Choose your words VERY carefully.
Prometheans: It's rare when I have to ready a crowd of torches and pitchforks, but why do I feel like I like it when they're the victims?
Sin-Eaters: It feels like they don't care very much for the living anymore.
Mummies: The leader is a head, and their cult is their body. You need only one cut to dissolve it all.
Demons: I suppose I could afford some lessons in deceit.
Beasts: Every good act they do is just a false pretense, don't feel guilty if you need to put them down.
Leviathans: From what depths did Echidna spawn you!?
Mad Scientists: "If you can't blind them with your brilliance, baffle them with your bullshit" in a nutshell.
Princesses: I hate it when I've worked on something for so long and they dismantle it all with a hope speech.
Hunters: It's amazing how much their attrition rate grows in the water.
Mortals: The small glimmers in a dark world worth clinging to.

Inspirations:

Current of Conflict

The Raging Current

[Image: Three swords crossed together akin to the three musketeers. The one on the right is a sailor's cutlass, rusted in places and with a red cloth over the handle. The one on the left is a glittering rapier, more akin to an ornament than a sword. The middle sword is atop

the other two, and looks too unwieldy and weird to be a sword. In reality, it's a swordfish's skull seen from above.]

Nickname: Swordfishes, The Navy

During the day, the protests rage. The police are trying to keep things in line, but more and more people seem eager to harm and hurt anything in arms reach or throwing range. Places are getting wrecked, people need ambulances, and gasoline is being drawn onto the ground. There's little the police can do, but the bravado of one of them spurs them on. They take a stand at the flow of the gasoline, stating that he will not move from that spot. The already enraged protesters take him up on that challenge, lighting up the gasoline and making him the target of their unnatural rage. But no matter what they do or how much damage he suffers, the single man moves not one inch. With the protesters losing morale, and the other officers moved by this stance, arrests are finally made and order is restored once more. That single officer still lives, with injuries but miraculously not anywhere close to death.

The boundaries of civilization and nature, land and sea, tend to be clear cut, set by the edge of the waves or the edge of concrete curbs. But sometimes those lines get indistinct, or things begin to mix up those boundaries. This leads to the mutual destruction of them both; ~~and~~ so come the Sirens, who stand between them and ensur~~e~~ing ~~they~~ they do not join as one. They lead the lost back to their appropriated side, keep those ~~from~~ trying to unite them from succeeding, and violently reminding those who try to do so why it's a bad thing. The Current of Conflict is made of those Sirens who would uphold the boundaries between Civilization and Nature.

History

After Buoyancy, the next kind of duty Ceto set out to required her to find people willing to protect nature and civilization with equal measure. She needed those who would be willing to put their lives on the line, fight for their safety, and be willing to use violence where it was necessary.

Among the few to qualify was a woman named Ran. The veterans of Conflict sing her praises as a veteran of more than a few conflicts, keeping up her thankless tasks with vigor and always swearing by her word until the conflict's end. Some say that it was at the end of a war where she was dying that Ceto came to her deathbed, offering her a new chance at life in exchange for greater duties.

Few Sirens in the Raging Current disagree that Ran was the epitome of a champion against the Deluge. Those who take up her sword also seek to embody this ideal as well, acting as both the protectors of those wrongfully harmed and the leg-breakers who are called to punish grievous

transgressions of both worlds. In times of turbulence, they become a unified army against all threats. In times of peace, they are servants of the law.

Members

All of the members of the Raging Current can be drawn into two groups; those who serve with Honor and those who do it for Duty. For those who serve with Honor, the Current of Conflict is a way for them to stand up for what they think is right and protect it, clinging onto the classical ideal of the hero. They'll fight against threats they deem they should oppose, with a code made up by themselves. They're often seen as extremely intrusive and naive in the communities they exist in, but also unnaturally dedicated to their own causes which can be a boon.

On the other hand, those who serve with Duty didn't join of their own initiative, but felt themselves being called to it. Someone has to serve as defender to her fellow Sirens, humans and forces of nature, and if no one else is willing then she should do it instead. These Sirens are more capable of having larger forces in cities, having better social connections with one another and thus be able to be more regimented.

The members of the Raging Current never attach to the same means of subtlety as the other currents might aspire to. The more physical members adhere to the direct path being the easiest one, while the more philosophical believe that it would be dishonorable to themselves, if not to their quarry, if they were to use subtle means. Some say they are simple minded, but it's not the case. Afterall, why use a scalpel when a hammer will do? The Current of Conflict favors Physical and Power Attributes. Resolve is also favored to keep up the spiritual determination to keep up their duties and not be shaken from them. Skills more than often include Physical Skills.

Discordia, Polaria and Tropicana are the Waters that Conflict gains the most Sirens of. The Discordians are more in tune with the chaos that the Raging Current tends to be embroiled in, Polaria recognizes that sometimes death must occur in the violence, and Tropicana are the most determined and honorbound of the lot to protect what they love and persecute what they hate.

Canon of Conflict: One Cutlass Keeps Another In Sheath

It sounds quite odd, how a Current dedicated to keeping the peace is also just as eager to commit to violence and bloodshed. But in reality, this is actually quite commonplace both in the past and in the present. Many countries had relied on bloody revolutions to become independent or to take back their own rights. The rules of society are backed up by the men and women of the police force, who have to be ready to use violence if the situation calls for it.

Without any backup of violence, words are simply empty threats and suggestions that can easily be disregarded. Without the willingness to use force, nothing would get done. And at the same time, the willingness to use force can also make others unwilling to use it for their means.

Afterall, how many people haven't killed others just because the threat of retribution by the law is hanging over their heads?

Trace

The Raging Current can find their way through times and places of conflict where most other Siren's traces get muddled up. The Siren can see through wars and see who fired each shot. She can see where some lost kids fled during a flood. She can see through a bar brawl and view who threw the first punch. Sirens in the Current of Conflict gain an automatic success in Range when they invoke Trace.

Conclusion: Protect

The Raging Current is the honor of serving, the promise of upholding the ideal justice and the duty of protecting from harm. They require both the stamina and ability to do all of these things, like the Swordfish does to capture its prey. The Current of Conflict favors the Conclusion of Protect the most. It can provide protection to the target of it's verses, promising them that they will not suffer harm.

Quote

"You broke the law. You know the consequences of your actions, and so must pay for them."

Buoyancy: I'll just cut through your knots.
Harmony: We stand at the ready, madam.
Healing: Just because you can fix what you lose does not mean you shouldn't protect it.
Wisdom: Could you tell me the weak points? You can pour over the details later!

Acheron: What they consider "disturbing the peace" is worthy of a death sentence.
Cocytus: They won't tell us their secrets because they know we'd destroy them.
Lethe: Your claims of protecting the world are mutually exclusive.
Oceanus: Show your face around here again, and I'll annihilate it.
Phlegethon: I know their passion, but I can't stand when they drain others of theirs.
Styx: Protect. I have nothing to worry about with you.

Vampires: Scatter the ashes over open running water.
Werewolves: Get all the protection you think you'll need. And then layer it. And it still might not be enough to deal with them.
Mages: Run if you must, definitely to a crowded area. Watch them crumble afterwards.
Changelings: It's too hard to tell if they're victims or abusers.
Prometheans: If you don't leave, I'll have to use force.
Sin-Eaters: Some things need to be forced to move on. Some need it multiple times.
Mummies: Their efforts to protect things make me wonder whose leash they're on.

Demons: There's no honor. Only self-interest to survive.
Beasts: A sword in hand keeps a sword in sheath. Ergo, don't hurt people or I'll eat that horror you call a soul.
Leviathans: Let's succeed where Captain Ahab failed.
Mad Scientists: What you did to make those gadgets is inexcusable.
Princesses: They can be good friends, or good enemies.
Hunters: I can ward off the shots, but I will attack if they get into my life.
Mortals: Even if you don't want it, even if you don't know of it, I will protect you.

Inspirations: Aquaman (Aquaman 2018)

Current of Harmony

The Current of Goodwill

[Image: A bundle of different kinds of coral that intertwine with each other that form the general shape of a house, with some of the coral seemingly broken and yet still patched up or holding together. Other fish are seen inside making their homes within.]

Nickname: Corals, Heralds

For the past few nights, children call in to the police to report their parents missing. As big of a concern as it is, the police cannot find any trace of the parents save that they were kidnapped

from their own homes or while they were out, along with saltwater residue. While the case is being worked on, the children are sent off to a foster home. Their caretakers are a lovely couple who give the children plenty of love and things to do. They do this to prepare the children for a long stay and for the children to be children rather than worried over their parent's fates. That's the police's and caretakers jobs. Weeks later, when it seemed like the case would've been called cold, the parents were reported to have been found in a local fishing warehouse. Needless to say, they were all reunited in the end, the caretakers especially happy as the children left. Thankfully they never noticed how they snuck out at night to look for the parents...if in another world altogether.

For every society defined by its divides, there is sure to be conflict between the two based on whatever justification one has to hurt the other. Maybe one side has more resources the other desperately needs, while the other has more beings ready to act and work for their fill. Sometimes the conflict is simply that one of the two sides is greater than the other, and they mercilessly abuse their power. Thankfully for society, there always exists the peacemakers and negotiators, who try to make the two separated as whole as can be and kept in equal power, giving and taking equally. These are the Sirens who take part in the Current of Goodwill, the Current of Harmony.

History

After Conflict, Ceto's next duty that required fulfillment was someone who'd be willing to govern across nature and civilization and use diplomacy where it hasn't failed yet. She needed those to uphold this duty to be impartial and unbiased, willing to give to both sides.

Ceto was said to have had a hard time in picking her next one, as many people she traced who could uphold this job were worthy of the position. So in order to decide without bias towards any individual feature of an applicant, she held a lottery and the winner would become the patron of Harmony. Out of them all, the winner was but a simple being named Sulis. Given other rumors on Sulis, involving clairvoyant abilities and pure unbiasedness also float about, some believe Ceto rigged it. The Corals of course aren't talking.

Even so it is the place of the Corals to lead their fellow Sirens, humans and nature onto the right path. To make the best judgements as they can with whatever tools they bear to make them and to harmonize humanity and nature, lest the Deluge happen once again. However, their emblem not only symbolizes their ability to make a comforting environment for others, but it also serves as a warning to the Current of Goodwill. Coral can die if it's too stressed. And stress is the downfall of clarity and breakdown of the Siren should she bear too much.

Members

The Current of Goodwill simply seeks to spread its namesake, offering it to those who follow directives and their ways and punishing those who infringe on the rights of man or nature. Sirens who join this Current are normally people with a strong sense of justice and the willingness to pursue it until it is rightfully served. The determination to do the right right can come off to some as being stupidly good, but the virtue of prudence is also something favored by the Current. One thing that the Siren needs to be capable of doing is being able to serve as a pillar of support to her community, for if she cannot take the burdens that the people she judges for suffers, then how can she hope to lead them at all?

Sirens in the Current of Harmony favor Social Attributes and Resistance Attributes the most. The former for being able to leave the right impression upon those she interacts with and the latter for being able to emotionally and mentally take the stresses of the job. Composure is perhaps the most favored attribute out of all of them in this case, and even those Sirens who join with low amounts in any of the attributes listed will find that they need to build them up or just join another Current. Social Skills are obviously the most favored, with any others often building upon the problems that a community faces and the Siren finding ways to fix them.

Freshwater and Gardenia are the most common waters to join the Corals, perhaps befittingly that they're in a Water that emphasizes one extreme over the other. Usually this is because the Siren in question desires to learn more by her other half that she's neglected and grow stronger for it. They have the added bonuses that they can interact better with their "side" so to speak.

Canon of Harmony: From Discord Find Harmony

One of the many faults within the World of Darkness is how so many of the tragedies are due to the lack of trust and cooperation between people. Many are more than willing to backstab one another just for a chance to have a greater pursuit of happiness. Even those with good intentions will freely use one another, making people slave away without a clue of the ideals or wishes their manipulator has in mind. These turn intentions of survival into bloodied festivals to kill one another off, and make people fundamentally incapable of understanding one another no matter how much of a language they share.

The Corals know that someone has to be there to keep things together, to remind everyone why they must work together and get them back down to a level where they can understand one another even without sharing a language. The greatest tool against the Deluge is unity, and the Corals say that the power of unity is what can stop the Deluge. Afterall, was it not the concentrated effort of the world to bring forth the Song in the first place?

Trace

The Coral's trace has the knack for putting two and two together, able to connect the dots between people with little trouble. She can see a bomber setting up a bomb in her hometown and

connect it to the time when he got information on where to bomb and seeing the face of the man who told him so. She holds the ability to call her Current together at a moment's notice. Sirens in the Current of Harmony gain an automatic success in Audience when they invoke Trace.

Conclusion: Calm

The Current of Goodwill is the duty to instill peace into enraged souls and to bring harmony to two extremes. As such, the Current of Harmony's favored conclusion is Calm, which can negate the pointed threats within the World. It is also made to gradually slow or end the state of what the Siren affects with her Opus(es), or it can stop a supernatural effect upon another being, either temporarily or permanently.

Quote

"Allow me to help you on the right path."

Stereotypes

Buoyancy: Sometimes underhanded methods are required.
Conflict: They're willing to share the burden, but not all of it is work to be proud of.
Healing: They forget that the symptoms are a part of the disease and what needs to be cured.
Wisdom: Worthy advisors and lorekeepers, if they didn't tend to be adversaries.

Acheron: Guilty of crimes against nature and humanity.
Cocytus: Their secrets are so heinous, are they really necessary or just delusional?
Lethe: Get over that you're part fish and get away from your companions lest you want to become Siren Sushi for them.
Oceanus: If you would only stop kidnapping people and work against the Deluge instead, you would've made such wonderful headway instead of making your loved ones into monstrous abominations.
Phlegethon: What void in themselves compel them to drain others until they're just as empty?
Styx: We get it, you're angry. But there's a way to fix this if you're willing to listen.

Vampires: Take the worst of the Flensers, have them already immortal, and they're what you get.
Werewolves: Such intense loyalty and sharing of burdens. Now if only they were willing to share the sentiments with the rest of existence.
Mages: The thought that their will alone can change the world is frightening.
Changelings: Speak only when you've thought out what you're about to say, and above anything else make sure it isn't a promise of any kind.
Prometheans: They disturb everything without meaning to.
Sin-Eaters: How would they respond if they knew of the Deluge? What meaning would the death of everything have to those who are meant to deal with it?

Mummies: Some things are just better off never interacting with the world.
Demons: Anything that wears humanity like a mask and perfectly lie is truly untrustworthy.
Beasts: We're meant to outgrow the stories of the Boogeymen when we grow up, and I will not suffer for any who seek to continue haunting like one.
Leviathans: They'd need to replace all of the laws of the world with their own if they wish to rule it. I'm afraid though that they're entirely capable of doing that.
Mad Scientists: Do you even know how little sense you're making? And you're wondering why people laugh at you.
Princesses: If only they understood the true gravity of the situation.
Hunters: You may have taken up a candle in someone else's place, but remember that the darkness will seek to extinguish yours in time as well.
Mortals: They simply need someone to put them on the right path. I can do it.

Inspirations: Atlanna (Aquaman 2018)

Current of Healing

The Healing Waters

[Image: A human and fish skull are seen sideways and facing each other from the borders of the image. Around the two are small, straw looking fishes who eat up bits of grime and dirt, making them both clean. The human and fish skulls jawbones are open and at least one wrasse is inside cleaning.]

Nickname: Wrasses, Mothers/Fathers

The drought had been going on for weeks. The rains hadn't come in the prior months and the crops were beginning to die out when the city ordered people to conserve on water. Though despite the damages that should be happening to the nature within and without the city, the reporter is more than happy to keep the fruits of her subtle work secret until the problem keeping the weather away is dealt with.

No matter how one looks at it, there's one thing that nothing alive or unliving can live without, and yet the same thing is what causes people and things to die and fade away. That thing is called "pain". Whether by violence, emotional or mental distress or simple wearing away from the ages

of life, everything faces pain, but this pain is usually a natural part of life. But in the World of Darkness, the pain suffered is more than the necessary amount that people are supposed to face in life, and almost none of it is for a worthy cause or for any gain at all. This suffering cannot be allowed to fester, nor should it be needlessly dealt out. The Current of Healing is filled with those Sirens who wouldn't allow this suffering to continue and seek to remedy it.

History

The duty following Harmony wasn't one that required governance or diplomacy. What she required next was for one who could heal the damages between nature and civilization and who would be willing to do this near thankless task. Sometimes, they would need to cut out the lesions before they could salve the wound. To live requires a small dosage of pain, but so long as the pain wasn't in vain then it was worth to keep living.

In Ceto's mind, the ones most concerned about the health of others, and yet bearing the necessary cruelty to cut out what hurts would be mortal mothers or children. To be more precise, she required mothers who were the type to do anything so that their children may survive, even if it hurts them. For children, she required their innocence to pain and purity untamed by society. She found both of these qualities within a child she christened as Kumugue, taking him away from his mother and becoming his surrogate in place. Afterall, out of humanity, it's children who are purest in the form of love and unknown cruelty.

The Healing Waters thus follow the child Kumugue and take it upon themselves to heal others of their pains by any means necessary. But the symbolism of the Wrasses has meaning to it as well. While they may strive to ensure their patients reach back to full health, they can risk putting themselves in danger by the lengths they'll go. After all, it's not hard for the fish to shut their jaw upon the Wrasse cleaning their teeth.

Members

The Healing Waters plain and simple do not like pain or seeing others suffer in pain. This could be a child-like concern or the innocence that refuses to be besmirched by letting another suffer. Perhaps it's motherly wisdom and compassion that seeks to protect others from suffering and would hope to stop any troubles before they begin. Should the trouble begin anyways, then they show no compunctions in dropping everything and fixing the problem. More than a few desire they had the power to punish those who cause suffering. But as the Current of Healing knows, that job is for the Current of Conflict and they would only cause more suffering onto other people.

Those in the Current of Healing adore Mental and Social attributes for the mental faculties to work under dire circumstances and the ability to calm down those wailing in agony. Skills such as Medicine, Science, Crafts, Empathy and Persuasion are favored. Subterfuge is a questionable

skill to take up, but like actual doctors, the Current of Healing takes the idea of confidentiality seriously and thus needs the skills to defend it.

Out of the waters, Tropicana and Polaria are the most common within the Current. Polaria knows how fragile a single life can be, and thus work to keep it functioning for as long as they can. Tropicana Sirens have more than enough passion to give them the mental fortitude to carry with their patient until they are fully healed and capable of functioning again.

Canon of Healing: The World Isn't Perfect But Can Be Fixed

Nothing is made without it's imperfections. People can be dicks, machines can malfunction, societies can crumble and be rebuilt. What the Wrasses believe however is that, while a system may not be perfect, it can be fixed. All problems can be repaired, and even those shattered beyond repair can be made into something useful once more, maybe even beautiful.

The Wrasses believe that to stop the Deluge, they must fix the problems that caused it to manifest, and repurpose the problems that cannot be fixed. If they were to let a problem fester, or simply scrap it altogether, they would do no better than to let the Deluge occur unimpeded.

Trace

A Siren of Healing may not be everywhere at once, no matter how much they wish to be. However, their Traces bear power behind them that allow her power to reach where she personally cannot. She can use powers to heal sicknesses before they ever take root. Sirens in the Current of Healing gain an automatic success in Verse when they invoke Trace.

Conclusion: Restore

The Healing Waters is from which all things may be brought back to being whole, no matter what the pain stems from or what it's done to. Their strength lies in their resolve to bandage the wounds. The Current of Healing favors the Restore Conclusion, which has the power to fix the damages on the chosen Opus, or the target with the chosen Opus, and make it back to what it once was.

Quote

"Show me where it hurts."

Stereotypes

Buoyancy: I want to look away, I really do. But I can't. What they do just pisses me off, no matter how necessary it is.
Conflict: They can thankfully take care of themselves.
Harmony: Words can only solve so much, it's action on them that matters.
Wisdom: I don't like how willing you are to watch a wound fester just to learn from it.

Acheron: Sometimes the only viable solution is to kill the infection.
Cocytus: Maybe they should stay in some cold, dark pit like their namesake.
Lethe: No amount of "masquerade keeping" excuses the damages you cause!
Oceanus: You're not saving people, you're just breaking them more.
Phlegethon: I'd advise you to lay off the drinking, but if you being sick keeps others from being hurt, then I'll just keep my mouth shut.
Styx: You don't amputate an infected arm and say it's healed.

Vampires: The only good thing about them is that they aren't contagious.
Werewolves: All they ever cause is pain to others, from the beginning to the end.
Mages: If you're so high and mighty and you can't even treat a disease, sit back and let me do it.
Changelings: These are the people we should've saved. That we still can save.
Prometheans: When the people and places about them get more damaged than they are, it's a good time to ask them to leave.
Sin-Eaters: With each resurrection, a bit more of them fades.
Mummies: You could help so many people if you told us the rite! Please!
Demons: Were they always damaged?
Beasts: They're wounds, and we must clean them out and lock them up until they're healed.
Leviathans: Living, festering wounds.
Mad Scientists: So you want me to fix your death ray's flaw of "breaking when humans touch it"...look back at that sentence and tell me what part of it made rational sense.
Princesses: They seem nice, but I know some of them damage this world.
Hunters: Some kill because they're broken. Some break because they must kill.
Mortals: I want to wipe your tears and heal your heart and break the one who did this to you.

Inspirations:

Current of Wisdom

The Drops of Knowledge

[Image: An octopus is seen from the front with all eight tentacles surrounding itself in an ordinate fashion. The four frontmost tentacles hold a scroll and a trident respectively. However, two of the tentacles, one on the scroll and the other on the trident, have been visibly damaged in some fashion.]

Nickname: Octopus (singular), Octopi (Plural), Detectives

They've been researching in the library for hours since the kidnappings have been coming up. People vanishing and their beds left soaking wet in the night, the few that managed to come back have been murmuring on and on about a "Deluge" before they killed themselves. So with what little they could do, they decided to search up on anything dealing with a Deluge, or any flood. Little did they know that their efforts were in vain, for the person who had checked out all of the books on flood myths had taken them away until the matter was taken care of. "They're not ready," she murmurs to herself as she watches within the same sunken library a world away. "They're not ready to know the truth." She speaks as she clutches a book on Greek Mythology.

Nature and civilization are not static concepts. They are not things that remain the same over time, but neither are they bloodthirsty masses of chaos. Like the individual people, animals and organisms that compose them, they live and breathe just like any other creature. They adapt to change, never dying out and always carrying something that came before, even if it's unknown today. They bear dangerous parts to themselves that if mistreated can lead to disaster, but those who have faced it have sometimes learned from their mistakes. Above all else, they bear the sapient thought required to be able to see itself and wonder at its existence, learning from all they

have to offer as much as their histories. This ability to learn from mistakes, to seek out and relearn lost or previously unknown parts and the adaptability to survive doing it all is what makes an Octopus, the most intelligent animal of the seas and the symbol of the Current of Wisdom.

History

Finally, Ceto's last duty was to find someone to bear the duties of wisdom. She needed those to remember what others forget, to keep and spread knowledge to help further generations to deal with problems down the line and finally destroy or seal knowledge that should not be known.

Sadly, the smartest minds are the ones filled with the most doubt and do not speak out, as such the one for Wisdom was hard to notice because of this. However, Ceto held powers beyond the grasp of humanity, and she would not allow another's doubt to stop her quest. Her final target for the Celestial Currents was a woman known as Saraswati to the Octopi. She was gifted in the fine arts, held an insatiable appetite for knowledge, always going out into the world to find out more about it. Afterall, knowledge can come from books, but wisdom comes from experiencing knowledge first hand. She was said to have accepted her condition after Ceto persuaded her to take it up.

The Drops of Knowledge therefore mak~~cing~~ accruing knowledge and sharing wisdom as a part of their central tenets, as well as using them as tools to deal with problems. Like the Octopus, they aim to be the one kind of being who can squeeze through any situation, learn from their surroundings or how to get through them. They hold the scroll as the keepers of knowledge and the trident to defend it. The two damaged tentacles symbolize how the Siren may be hurt by what she clings to, but like the Octopus they can heal and return all the better for it.

Members

As detailed by the name, the people who join the Current of Wisdom are expected to seek knowledge, applying it where it can be used and if they can, teach it to other people who need it. The Current is usually split between three types of people. The "Librarians" who garner and share knowledge, and protect it's integrity with their lives for generations to come. The "Sages" who have life experiences beyond those of other Sirens, who are the most called upon in times of crisis where they could help. And finally, the "Detectives" who seek out new information and use it for how they may see fit.

Mental Attributes are obviously the most favored in the Current of Wisdom. Intelligence for sheer raw capacity for holding and knowing information, Wits for the flexibility of mind to make creative conclusions and the Resolve to keep going in spite of dangers. Resistance tends to be secondary, as a Siren of Wisdom tends to go through life experiences and thus needs the ability

to get through them at least mostly intact. Favored skills include all Mental skills, with a few touches of Social skills to learn knowledge from others by any means.

Vaporia and Gardenia are the most common of the waters to join Wisdom. Vaporians tend to be used to skirting around trouble or dealing with troubling information as only they know how to. Gardenia's knowledge in cycles calls to help them keep the cycle of knowledge afloat so that it may be used for future generations.

Canon of Wisdom: The Water Flows Through All Things

Ever since the conception of the world, all living beings in it shared one basic need: water. Water is what gives life. Water is what sustains life. Water can erode stone and create deep valleys with time. Water is what lies trapped deep beneath the earth, waiting to be found. Water is what mankind traveled through to find new continents and learn new things about the world. And water is also what can turn to ice, killing crops and cracking the earth itself.

The point is, the Drops of Knowledge claim, the answer to the Deluge requires a thought process as free, malleable and as flowing as the Water itself. They need to be able to see any situation they come across with an all too willing mind, flow through it like the spring dew, bring life where it's required, and crack through that which impedes life. This is how they claim they will solve the Deluge.

Trace

When a Siren Traces an office building, does she see the files being handled and passed from employee to employee? Does she see the tired look in the worker's eye after working overtime for an entire week? Sirens of Wisdom catch each and every detail down to the very hairs that cling to the intern's shirt after having a wild one-on-one with his higher-up in the restroom. Sirens in the Current of Wisdom gain an automatic success in Clarity when they invoke Trace.

Conclusion: Sense

The Drops of Knowledge holds the power of the octopus's tentacles, to slip and slide into any place and learn from what is there. The Current of Wisdom favors the Sense Conclusion above all others. It holds the ability to gather intelligence beyond mundane means and for a Siren to look past most things that normal people wouldn't be able to see through.

Quote

"I know things you can't handle, but I will give you what you can."

Stereotypes

Buoyancy: And what is my insurance that you're not lying to me?

Conflict: Sometimes you need someone to guard secrets and knowledge, sometimes you need them to guard you when you're looking for them.
Harmony: Most people dislike hearing the truth from a scientist, so it's better to have a celebrity do it.
Healing: Curing people one at a time doesn't cure the entire disease.

Acheron: I've seen through each and every one of your plans. All of them end the same way.
Cocytus: Stop using my Current's name and swim back down to the depths you came from!
Lethe: Their laziness blinds them to the destruction they wreak.
Phlegethon: All play and no work makes Jack a mere toy.
Styx: Their hatred blinds them to the value of humanity.

Vampires: Stuck in "the good ol' days".
Werewolves: Please keep a leash on your "friends" and I'll keep a leash on mine.
Mages: Too eager and hubristic to make use of their powers to trust with the Deluge. Keep an eye on them, but never approach.
Changelings: Just watch what you say around them.
Prometheans: Most of what they do is unintentional damage.
Sin-Eaters: What would be the consequences of the Deluge upon the underworld were it to happen? Their answers both frighten me and give me more reasons to fight against it.
Mummies: They know much, if only they could remember it all.
Demons: Perhaps the worst uses of information can be seen here.
Beasts: What you call "Teaching through Fear" is the very same pretenses abusers use on their victims.
Leviathans: What *does* Echidna create in her depths!?
Mad Scientists: Either they have no idea of what they're doing or have terrible might over what they are doing.
Princesses: Those who do not read history are doomed to repeat it. They seem to be the exception that proves the rule.
Hunters: The man who knows only combat is fated to die of it in the end.
Mortals: I'll teach you what you are worthy to know of.

Inspirations:

Breathless

Not everyone who gets the Song's call becomes a Siren. Not everyone who undergoes the Drowning manages to go unscathed. Sometimes, a potential Siren simply gives up and stops trying to survive her Drowning. They simply decide it's better to just throw up their hands and walk away from the event that caused the Drowning. Or perhaps the human got caught within the Celestial Ocean, forced to hear the Song until he was hollowed out by it.

Regardless of circumstance, the Song has carved a wound into their soul which is as palpable as an open wound across their chest. Without supernatural power, they still draw attention, exactly the same amount of attention a being on the cusp of death would receive from passers by. They are fit to live another day, but choosing despair over hope has caused the breath of life to leave their souls, becoming what's known as a Breathless.

The Breathless are humans who underwent the Drowning but failed to have the determination to survive, or who were trapped long enough in the Celestial Ocean that the Song scarred them. At most, some Sirens refer to them as unfortunates, unable to access the full power of the Song. However, despite their failure they still have very important uses within Siren society. Their condition is almost like a call for help towards mortals, drawing them closer to the Breathless to help them with their mundane problems. Even if they do need help, most of the time the Breathless doesn't need to even ask to have someone willing to do something for them. In more than a few cases, Breathless have a few people who love them all because of the wound in their souls.

This wound, which most Sirens theorize where the Breathless would've received Akashic Record within, has more benefit than this. Any Siren may reach through the wound to leech off of the souls of other people as if they were the Breathless themselves, or even target people with the Trace or Verses without ever needing to meet them. This gives any Siren the potential for indirect feeding of Pneuma, and messing with events or people without ever needing to expose themselves to their quarry.

As such, almost all Sirens keep their eyes out for Breathless, but most consider them a sad irony. Sirens are the ones burdened the most with the knowledge of the ever impending Deluge, and yet

it's singular people and not events that receive more attention. It doesn't help that the eldest Breathless often get tired of being smothered by false sympathy and become embittered as a result of it.

The Nature of the Song Shriven

The Breathless' aura constantly draws other people to their own aid, like a dying being crying for help. Whenever someone enters the sensory range of a Breathless, they're considered one step higher towards them on the Amour chart to a maximum of Love. In terms of Social Maneuvering with other people, the Breathless is considered automatically open a number of doors equal to their highest Social Attribute.

Breathless lack Pneuma and cannot give any to a Siren. However, through the relationships a Breathless makes, a Siren may reach through the Breathless's soul to feast off of those people. If a Siren attempts to reap Pneuma off of a Breathless, they instead feed from anyone else within the radius of them with the highest Amour rating to them. Apply damages to Willpower onto the other target. Likewise, if a Siren attempts to harm a Breathless with a Verse or attempts to Trace them, the Breathless may reflexively spend a point of Willpower and direct the Verse or Trace onto another target within Sensory range.

The Breathless also have a mundane, if useful feature to their condition. They don't need to breathe in order to live and they are not affected by going through different kinds of biomes or atmospheres. They can walk through all kinds of toxic gases, be strangled or shoved underwater for an hour and yet they'll still live. They could also go through the hottest amazon jungle or the coldest tundra and still be fine. Environmental Levels still cause damage as normal, but the Breathless do not suffer penalties from them. As a side effect of this condition, or maybe the reason this condition exists, whenever a Breathless enters a different atmosphere, their body will mutate to accomadate it. Sometimes it's subtle, like simply gaining thicker skin for warmth, and sometimes it's vulgar, like growing gills and webbed appendages in the water.

Finally, Breathless do not cause Refraction for any reason. The Octopi theorize this is because Breathless have already withstood the Song, and in their failure the Song does not wish to try and recruit them again.

Relationships

In almost every tale involving mermaids, it becomes inevitable that some are listed as love stories between the mer and the human. Some of them are tales of caution not to get too close lest they tear you apart, while others promise the human a lifetime of happiness with the water spirit who will do her damnedest to make him happy.

These stories actually have a very good grain of truth to them. At one point or another, a Siren will find that she cares more for certain people than anyone else. This often begins as simply wanting to spend more time with them, do more things together and whatnot. Then it often shifts to a change in priorities, where she'll put them atop of their priority list and shove off important plans to their own life if it means they could be a part of the other person's. At worst, very few Sirens realize how deeply they've gotten into caring for a person when it becomes stalking, a willingness to commit murder for their sake, and even finding nothing morally wrong with trying to cut off contact with their family if it means they'd focus entirely on her.

Love is many things. Beautiful and terrible, joyful and painful, the ultimate reason to live and the ultimate excuse to die. To Sirens, love is a more powerful emotion than any other. It's what serves as the foundation of both Civilization and Nature, it's a good method to gain Pneuma, and it's a terrifying way to enter Maelstrom. Almost all Sirens without exception fall prey to love one way or another, and develop a Relationship.

A Relationship is as it sounds, a human being the Siren has a relationship towards. The nature of love a Siren has towards a Relationship doesn't need to be purely romantic, any kind of love will do. A Siren could love her friend like she loves her family, or loves her family like she loves a friend. In any case, a Relationship is an important factor in the Siren's life and should be treated as such.

Creating a Relationship

Given a Relationship's importance to a Siren, it's always good to flesh them out as characters, even if it means coming up with a character sheet for them. They have their own skills, their own life, their own goals and aspirations they strive towards. Give them things they like, things they hate, things that give them motivation.

Of course, the player and Storyteller are free to discuss how the Relationship will fit into the story, or what they mean to the Siren. Maybe a Relationship is a breather away from the disaster of the week. Maybe they're a reminder that nothing is permanent, and a Siren with a long

lifespan wants to protect that fragile thing that she loves. Maybe they're someone that the Siren depends on or needs for providing certain services, like a landlord, a delivery guy, their parents or whatnot.

The Nature of a Relationship

After they've been made as a character, a player should think about how the Siren and her relationship get along. Are they a mother who sets conditions while the Siren is out and curfew a few hours too early, but always remembers the Siren's favorite events and things? Are they a significant other who sets no rules to the relationship, and yet is open to other people as well? Are they an older sibling who tends to mix between love and abuse, or a younger one that can't stand up to their bullies?

If nothing else, think with these questions in mind: What is the nature of the Relationship between the Siren and the person? What brings them together? What tears them apart? How do they spend their time together? What kind of person is the Relationship? Flesh them out to not be two dimensional beings and to bring in more ideas for livelihoods and scenes to play out.

The Mechanics of Relationships

Relationships in Siren are considered to be in the same system as Merits are. At Character Creation, a Siren may put any number of dots into a Relationship. Each instance of a Relationship covers a different person, and a Siren may only have up to five dots in a Relationship. Having a Relationship has several good modifiers to rolls and an additional way a Siren can gain Pneuma. A Siren may add her Relationship dots to these rolls or gains these benefits due to having one:

- A Civilization Dissonance Roll where she was acting in favor of the Relationship.
- A roll to resist Maelstrom while the Relationship is present.
- Access to Pneuma via interaction with the Relationship at the cost of draining the health of the relationship or Willpower.
- Access to Comforts a Relationship grants, as detailed below.

Granted, Relationships can hurt as much as they help. If one is threatened, or they lash out at the Siren and/or cause her pain, it can cause several problems on the Siren's end. To note, a Siren may face these problems or drawbacks with having a Relationship.

- Add the Relationship dots as a penalty to a Maelstrom roll should they be the cause of the Maelstrom.
- If the Relationship gets hurt, a Siren may be forced to roll for Maelstrom.
- Another person or being can sabotage a Relationship, as detailed below.
- The effects of Kinks a Relationship may suffer, as detailed below.

Falling in Love

Though most Relationships are made upon character creation, there's nothing to say that a Siren can become infatuated with someone once the gameplay starts. A Siren could grow to be attached to someone, be it someone they've long since known or that she's become attached to due to Attachment. Either way, if a Siren wants a new Relationship, she's going to need to spend experiences for it.

How to Make and Keep a Healthy Relationship

A Relationship is only as healthy as the two people who hold it up. It takes time and effort to build one, and to keep it healthy. However, a Relationship does have its problems that can hurt it.

A Relationship has Health Boxes associated with it that gauges the health of the bond between the Siren and the Relationship. The number of Health Boxes are equal to the number of dots the merit for that Relationship has. It can suffer Bashing, Lethal and Aggravated damage, and damage in a Relationship's health boxes can upgrade like they do for physical wounds. If a Relationship's boxes are all filled with Lethal, it doesn't bleed out like physical wounds but it does begin to fester, growing more unstable until the Relationship is filled with Aggravated. Upgrade a single point of Lethal into Aggravated each scene until the Siren manages to deal with it or the Relationship downgrades.

If a Relationship should ever suffer all boxes to be filled with Aggravated Damage, clear the boxes and reduce the Siren's Relationship Merit by one dot. The level of intimacy simply isn't the same as it was, and needs time and experience to repair it back to its former self.

If a Siren has meaningful interaction with a Relationship, she may roll her Civilization Stability + that Relationship's Dots, and each success downgrades an equivalent amount of damage in a Relationship. Like with repairing physical health, the rightmost box is affected first. Aggravated downgrades to Lethal, Lethal downgrades to Bashing, and Bashing simply clears out.

Stress

All Relationships face stress sooner or later, and it's no different for Sirens. Stress is the damage that Relationships face that tests whether they'll hold together or break apart. There are different things that can cause stress to happen in a Relationship. The normal roll for Stress depends on the last dicepool used. Each success the Siren gains adds equal points of Bashing damage to the Relationship's boxes.

- ***Dramatic Stress:*** At the beginning of each Story, roll the Siren's Akashic Record against each Relationship's Merit Dots. For each 1 that comes up that the Siren suffers and the Relationship(s) have, mark the boxes of the respective Relationship with Bashing Damage.

- ***Beaching:*** Whenever the Siren acts upon her Beaching at the expense of her Relationship, or if her Relationship does the same with their Vice to the Siren (unless they're partaking together, such as if they both have the vice of Lust), roll for Stress using the last dicepool used to get access to or sate the Beaching/Vice.
- ***Kink:*** Each Relationship has at least one Kink, one point of dysfunctionality present that can be annoying and attributed to one or both sides of a relationship. After all, perfect relationships only exist in fairy tales, and real ones need maintenance and upkeep to keep the waters flowing. When the Kink presents itself, roll Stress using the Relationship's Merit dots.
- ***Supernatural Nature:*** Mortals are not conditioned to accept the supernatural, and many freak out over it. When a Relationship faces a breaking point from the Siren indirectly, roll Stress using the Siren's Akashic Record, the damage here is Lethal. If the Siren was intentionally revealing her nature to her beloved, then the damage is upgraded to Aggravated, but this kind of damage only ever happens once per Relationship.
- ***Neglect:*** Mostly done as a thematic approach, but neglect can kill relationships on one or both ends. If the mortal neglects the Siren or Vice versa, roll Stress equal to the Relationship Merit dots. For a Siren to count as Neglecting her Relationship, the Siren has either not made any contact (no matter how brief) to the Relationship within three sessions, or doesn't interact with them during downtime.

Losing a Relationship

Relationships can be lost by many ways. The relationship can be lost by hurt feelings, by the shock of supernatural status, by death or even by others convincing the Relationship they should end it. In all forms, losing a relationship is hard on a Siren. It deprives them of valuable support to their Stability and to themselves.

Grieving

There's normally three ways to regain a Relationship after losing one. The first way ~~is~~ is to naturally work through the heartbreak, establish a new relationship with someone else and try to move on. While the Siren is attempting this, she suffers from the Heartsick Condition until the Relationship is replaced.

Revenge

The second way is more brutal, just like the World of Darkness is. Relationships can die by another's hand, be sabotaged with another's lies or cut off their contact with the Siren because they cannot deal with her anymore. A Siren may respond to this by taking revenge upon her Relationship or those who were responsible for killing them or sabotaging the relationship.

Responding to losing a Relationship in this manner cauterizes the wound in the Siren's heart, burning out all the emotions her old Relationship left behind. The Siren gains an Aspiration,

removing one of her old ones, and marks it for "taking vengeance on my Relationship/those who sabotaged my relationship/those who killed my relationship" and takes the If I Can't Have You Condition. This Condition makes the Siren relentless in her pursuit to take vengeance or harm those who ended the Relationship, and it cannot be resolved until the Condition is fulfilled.

As a note, harming or killing a broken Relationship doesn't count as a Relationship anymore, in which case the Siren's Dissonance roll for Civilization Stability isn't a Chance Die.

Rekindling
The third way is simultaneously the hardest and easiest way that requires the Relationship to still be alive. Simply put, the Siren has to win them back. How a Siren does so requires using the Social Maneuvering System [GMC 192]. The Siren's stated goal is "to win back my Relationship". Calculate the doors as normal. Because a Siren is dealing with someone who once possibly held mutual feelings for her, the process is easier. For how high the Relationship's dots once were, divide the number in half and round down, that's how many Doors are removed from the target.

To note, a Siren doesn't need the love to be mutual to suffice. If the Target ever reaches the Hostile Impression or she ultimately fails to open all of the Doors, the Siren may choose to use Hard Leverage to force someone back into a Relationship with them. If the Siren chooses to do this route, they take the Yandere Condition.

Sidebar: The Cell Block Tango

He had it comin'. He had it comin'. He only had himself to blame. If you'd have been there. If you'd have heard it, I betcha you would've done the same!

Relationships in many cases can be as simple as rain or as complicated as a Gordian Knot. There is equally many ways to twist a relationship and what aftermath they entail, but they all break in different ways.

It should be noted that, despite being made into mechanics here with some positive outcomes for Sirens; messing with another's relationship, hurting or killing people who mess with your relationship, or abusing your relationship in any way is still a bad thing and many are crimes punishable by law. Siren does not condone the actions done that ultimately breaks the law or causes abuse.

Out of Character wise, this is a warning that this book should not be used to accurately pan out how relationships work. If you're reading this and considering it as some system dealing with some problems you're facing in your current relationship, we encourage you to go to this page,

go straight down to “How Can I Get Help?” and follow whatever methods will help you the best in your situation.

http://tvtropes.org/pmwiki/pmwiki.php/UsefulNotes/Abuse

In Character wise, though certain actions (unhealthy as they are) may help a Siren’s Stability, Relationships are meant to be played realistically. This means if a Siren or their Relationship is abusing the other, or one of them has actually killed someone over each other, then there should be fitting consequences to the abuser. The abuser may face the wrath of the law, or the abused may have a less than civil response. And a Siren who is the source of the abuse can expect no help from her Shoal to escape the consequences, as it’s against celestial rules to invade another Siren’s love life and almost anyone with a functioning brain can see abuse as a dick thing to do.

Kinks

No relationship is perfect, all of them have their various and unique problems with the people that can drive them apart. This is where Kinks come in for Relationships, the weak point that constantly tries to destroy the Relationship. All Relationships have one Kink from the get go. In most cases, one of the characters is the one acting it out while the other suffers from it, but it’s possible in the case of Gameplay to have even more Kinks.

All Kinks grant a Condition based on what it is, who is the actor and who is the victim. The player and Storyteller are encouraged to be creative when coming up with Kinks, and what can ultimately drive a Relationship apart.

Causing a Kink

A Kink is a source of disconnect within a Relationship. To make one appear, a source of a Kink has to be present and exacerbated. This is almost a casual occurrence for Sirens. They can keep slipping out of the house at night, working against a Ruin and having to come up with a hasty lie to cover the smell of seawater or blood, creating a Betrayal Kink. A Relationship may be an alcoholic, taking out his repressed anger on the Siren. The Siren’s gritted teeth is all he can do as he holds back his Maelstrom, fearing the possibility of killing his beloved.

Whenever a Siren or a Relationship forms habits over a period of time (at least over a session or two), maybe even as a consequence of a Dramatic Failure in dealing with a Relationship over a problem had in it, it can be worthy of qualifying as a Kink. The Storyteller and Player should be able to discuss what is fitting as the Kink.

Sample Kinks

Abusive: The Relationship is built on the Abusive Cycle, with either the Siren or the Relationship dishing out the abuse and the other taking it in turn, followed by regret, the honeymoon period before dipping back into the same cycle. The Abuser takes the Guilty or Notoriety Condition, while the abused takes the Embarrassing Secret Condition.

Betrayal: The Relationship is marred by severe betrayals of trust. Perhaps the Relationship sneaks off to the nightclub while the Siren is taking care of Celestial matters, or the Siren is a child who sneaks out at night past their parents set curfew. Either way, these betrayals are what hurt the relationship the most. The actor takes the Guilty Condition, whereas the victim can choose between the Embarrassing Secret or Shaken Condition.

Codependent: The Relationship's kink is based on one beings dependent on another's presence. Without their beloved at their side, the dependent one finds it difficult to live and god help them if they lose the one they love. Depending on the circumstances, the actor takes the Swooning, Deprived or Obsession Condition concerning the other.

Controlling: The Relationship is based on trying to attain dominance over the other person, be it a control freak who needs everything to be as they need it to be or unchecked jealousy. The actor takes the Obsession Condition, while the victim takes the Leveraged Condition.

Distance: The Relationship has emotional or physical distance between the two in love, and this distance can eventually kill the relationship through neglect or lack of presence. This pain makes the actor have the Aloof Condition, while the victim takes the Deprived Condition.

Forbidden: Like Romeo and Juliet, the love between the Siren and their Relationship is not approved of from the groups they're cared for, or that which is forbidden by society is what fuels the emotions in the love. The Actor takes the Embarassing Secret Condition, while the victim takes the Guilty Condition. If exposed, they both suffer the Notoriety Condition.

Insanity: It doesn't matter whether they're in a straight jacket or looking like your Average Joe on the street, one person in the relationship is conflicted with madness and the other has to sift through the haze to find the love burning inside. The actor has the Madness Condition, but the victim starts with the Steadfast Condition.

One Sided: The Relationship is the basis of the Siren's whole world….and all the while the object of her relationship doesn't even know a thing about her. Or perhaps one person in the relationship has stronger feelings for the other, but they're unrequited. The actor takes the Aloof Condition, while the victim takes the Heartsick Condition.

Rejection: There's something within one of the two people that the other utterly dislikes or rejects, and tries to avoid if ~~it~~ they can. It could be over sexuality, their friends, religion, political

views, etc. Depending on the actor, they take the Behavior Blind Condition, while the other takes the Coward Condition.

Resolving a Kink
Just as a kink in a system can be worked out, so can a kink in a Relationship. To do this, the Siren and her Relationship just need to work through the Conditions granted by the Kink. This can be sitting down to talk to one another, trying to get help like therapy or counseling or the like. Afterwards, the Relationship can be considered without a Kink. This doesn't stop others from appearing in the future however.

Comforts

Each Relationship may have its kinks, but if that were the only thing to get from them then nobody would make any connections. A relationship thrives because each person has something good to give to the other, a comfort that nothing else can provide.

Like Kinks, each Relationship has one starting Comfort associated with it. The merits granted by these are considered to be free and the player and Storyteller are encouraged to think up ~~of~~ creative ones to help flesh out a Relationship. A Relationship can have more than one Comfort, and the merits granted by a Comfort can stack with pre-existing Merits.

Cultivating a Comfort

A Comfort is often freely given, and more can appear if a Siren or her Relationship get along splendidly with each other and have more than a few good times together. Maybe a Relationship offers ~~to~~ the Siren a chance to move in with him, or the Siren can give some money to her Relationship. But what happens if a Relationship wants to get something more out of the Siren? Or the Siren wants more from the Relationship?

If a Siren wants to get more Comforts, the best system for doing so is the Social Maneuvering System. It can cover the ways of romance, dates and gifts as much as social bribery. Calculate Doors as normal, but subtract a number of doors equal to the Relationship Merit dots, halved and rounded down.

A Siren can theoretically use Hard Leverage, but doing so causes Stress in the same way as Beaching.

Sample Comforts:
Accepting: The Relationship is outstandingly accepting of all faults and is incredibly non-judgemental. Perhaps they're aware of the Siren's true nature, a rare thing that few stay on for. Your Relationship's Breaking Point rolls when caused by the Siren have a bonus equal to the

Relationship Merit dots, and damage to the Relationship caused by the Siren's Supernatural Nature only causes Bashing Damage.

Access: The Relationship has access to a restricted space where none but the Siren and the Relationship may share. This grants the Siren a 2 dot version of the merit Safe Place.

Assistance: The Relationship is willing to aid the Siren in her deeds, serving as a one dot Retainer.

Bankroll: The Relationship has access to good funding which they can freely grant to the Siren. The Siren gains one dot of Resources.

Discreet: They say that two can keep a secret if one is dead, but your Relationship has the silence of the grave when it comes to the Siren's secrets. Anyone trying to gain information from the Relationship about the Siren faces a penalty equal to the Relationship Merit Dots.

Info: The Relationship has access to useful information, and may serve as one dot of Contacts.

Nepotism: The Relationship acts as a voucher for the Siren in an Organization they work in and own Status in, granting the Siren one dot of Status amongst the ~~O~~Organization.

Sounding Board: The Relationship is the Siren's muse, helping her gain ideas and the like when it comes to solving problems. After a meaningful discussion on the problem with a Relationship, the Siren gains the Inspired Condition [GMC 182] in regards to the problem.

Losing Comforts

Having Comforts is awesome, but losing them is painful both in the loss of support and trust in the offending party. There are cases where a Siren can lose access to Comforts. If the Siren causes enough damage to the Relationship that it would degrade by one dot, it also loses a Comfort as well. If a Siren makes her Relationship reach a Hostile Impression of her, then she can lose a Comfort. Finally, other people can step in to sabotage the Relationship too.

Sabotaging a Relationship

One of the most powerful resources a Siren has is their Relationships, and damaging that connection can destroy her defenses and leave her open, physically and emotionally. The rules for Social Maneuvering [GMC 192] can be used for the purposes of damaging a Relationship, removing Comforts or causing Kinks, or trying to usurp the Siren's spot in another person's heart.

The aggressor sets their goal first. This can include “Damaging their relationship”, “Removing a Comfort”, “Causing a Kink” or “Taking the Relationship for myself” then choosing in what way they’ll damage it. Then they can choose who they’re dealing the damage to and how they’re going about it. When calculating doors, apply them as normal for the Relationship, but treat it as if it were opposing a Virtue and if the Relationship has any Aspirations that involve his relationship with the Siren, treat it as if it were opposing an Aspiration as well.

If the Siren herself is selected, take note of her Civilization Stability. At different levels of Civilization Stability, losing dots in a Relationship or losing the Relationship itself is something that may cause Dissonance. Because losing intimacy in a relationship or losing the Relationship entirely are breaking points for a Siren, always add a Door as if it’d be a Breaking Point for the Siren. Add on two more doors as well, one because it’s like opposing a Virtue for a Siren, and the other for opposing an Aspiration. The reason for these being included is because love is both a Virtue and Aspiration to Sirens whether they like it or not.

When the last door is opened, reroll the last dicepool made to open the last door with a bonus equal to the amount of successes in opening the last door. Each Success on this roll causes one bashing damage in Stress to the Relationship, or deprives of a Comfort or causes a Kink. The Siren cannot offer any alternatives since there isn’t anything equal to a Relationship. Vices and Leverage may be used as normal.

Like normal Social Maneuvering, having a player as a target should require cooperation from them. If the Siren is aware of the attempts at breaking up her Relationship or she gets sour feelings because of it, it’s a very good justification for the Siren’s impression to reach hostile if they haven’t fallen to Maelstrom. If a character’s Siren is really good at staving off Maelstrom, they can Go With the Flow for extra beats. Doing so is a Stability Civilization Dissonance however.

As a note, it’s possible for a Siren to do this to their own Relationships. Sometimes they must be driven away to avoid them getting hurt. In this case, apply the full range of bonuses and penalties as listed above.

Treasure Your Relationships

Along with all of these comforts and drawbacks, the Siren may gain Pneuma from interacting with those they love instead of following their Canons or kissing random people on the street. Roll the Siren’s Relationship dots x2 as a pool. Successes equal what the Siren receives in Pneuma. The Siren can choose ~~to~~ whether the Relationship loses Willpower, or deals a number of Stress equal to the Pneuma gained.

Example Relationships

Provided here is a list of examples for sample Relationships. This list shouldn't be considered comprehensive, and it is encouraged that the players modify, customize or even create their own Relationships for their Characters. They're the reasons that Sirens see the world is worth saving, and should feel personal to them.

The One That Could've Been

Before you were a Siren, you had a friend who came into a rough part of your life. You swear you wouldn't be able to live without him, and years later you've come to realize your feelings for him. The truth is however that he's not compatible sexuality wise, and though you know it might be better to try looking elsewhere, a part of you still clings on to the deeply platonic relationship you do have, in hopes that one day it could go from "what could've been" to "what will be". Now that you're a Siren however, you have been looking into the Control Conclusion as of late to accomplish just that...

The Criminal

It was a simple thing: your significant other is a criminal in the eyes of the law. Though they say they're going out to work, you know in reality they have illegal prospects in mind. Hell, some days you secretly follow and trace them to make sure they're ok. But one day, they do get into some trouble and the cops are on their tail. How far do you go to help them?

The Daughter

You're a single father after the wife won the custody battle and you're only able to see your daughter during every other weekend. Of course, you can't exactly tell what you are or why you haven't been able to give full attention, but at the least you still get to see your beloved daughter...you've also seen that men with mechanical appendages have been following her as well…

The Doctor

You've been swapping hospitals for months before your Drowning, visiting each doctor and having a stay when a certain strand of disease simply wouldn't be treated. Most doctors simply threw their hands up, and your family have used up your college tuition to try getting you better. The only one who stayed and tried his hardest was the last Doctor you were with, and even when he said it was terminal he tried making your last moments comfortable...but when you miraculously recovered with the drowning, he's been trying to ascertain what's happened ever since. You know you're not supposed to tell him, but the fact~~or~~ that he's cared so much has sparked a kinship in you as well…

Natural Touchstones

Touchstones are both similar and different to Relationships in many ways. Both of them aid a Siren in growing and keeping her Stability, and aid in rolls dealing with Dissonance. Where they're different matters a bit more.

Relationships cover how a Siren relates to specific people, namely mortals of the human race, but even that can grow to cover the supernatural denizens that originally rose from humanity as well. Touchstones cover a single concept that relates to many things one can find in the world, things that make the world something worth living in to a Siren's eyes.

Touchstones are not required to be found out in nature, but they must at least symbolize natural beauty to the Siren and that the world is worth saving beyond the fringes of humans and society. As with most Touchstones, they can provide sources of conflict for a character. What if action requires a Siren to violate part of what encompasses her Touchstone? How does she connect with it as a thing? Is it something physical, or some code of conduct she carries through life?

Losing Touchstones also threatens a Siren's Stability. Neglecting, losing and destroying a Touchstone are Dissonances to Nature Stability. When she loses a Touchstone, she takes the Shaken Condition, and the only resolution is by either finding a new Touchstone to replace the

old or gaining another dot in Civilization Stability, which represents her clinging more to the civilized world to fill the void.

Creating a Touchstone and Relating to One

When creating a Touchstone for a Siren, it doesn't have to be any physical object or animal to qualify as one. As said above, a Touchstone can encompass many kinds of things. Think of how we think of Nature. We do not think of only trees. We also think of their leaves, the grass, the plant life that grows untamed and the animals who make their homes amongst it all. It is in this sense that Touchstones thrive for Sirens.

And even though a Siren may care for a concept, philosophy or the like that makes nature worth saving, she may still associate it to specific objects and things in her life above other things. It's similar to how cat or dog lovers love their breed. No matter what comes to them, they'll love the general aspect regardless.

This leads to an interesting case where Touchstones have Sirens loving things as a group, rather than loving them as individuals. This may apply more to Sirens who focus on concepts or philosophies rather than physical objects to represent them. But even faith in abstract concepts like God can be shaken with enough shit slung in someone's way, and a Siren's relationship to such Touchstones are no different.

Damaging a Siren's Touchstone

Like a Relationship, Touchstones can be damaged or hurt which in turn harms a Siren. Unlike Relationships, damaging a Touchstone can be easier and harder. If a Siren associates a Touchstone with an object or place, one can simply destroy the object or wreck the place to make a Siren lose the Touchstone.

In the case of concepts or philosophies, they would instead need to shake a Siren's relationship to that Touchstone. This is the same as how one would sabotage a Relationship through Social Maneuvering. The only goal the attacker can set is "Destroying the Siren's Touchstone", and doors are applied as normal. This includes treating it as if it were opposing a Virtue, and if there's any Aspirations involved concerning the Touchstone then treat it as opposing an Aspiration too. More Doors can be added if it would be a Dissonance to a Siren's Nature Stability.

Example Touchstones

Provided here is a list of examples for sample Touchstones. This list shouldn't be considered comprehensive, and it is encouraged that the players modify, customize or even create their own

touchstones for their Characters. They're the reasons that Sirens see the world is worth saving, and should feel personal to them.

Dogs

It's uncommon for anyone to grow up, alone and uncared for by anyone else. Everyone has someone or something to cradle with love and affection, and for you that something is dogs. You remember the very first one you owned from when you were a kid, and crying your eyes out when they passed at 13 years old. Since then, you've been adopting to keep that place in your heart full, and working full time at a shelter to take care of even more. Whether it's the one you have at home or the ones you find in the wild, you cannot deny that you love them all.

Fall Season

Pumpkin spice lattes, sweaters and cool weather, what's not to like about the Autumn season? The time when everything begins to fade and fall apart, to become a monochrome painting of oranges, yellows and browns. You don't care much for going to places that experience warmer climates year round, who'd want an extended Spring/Summer?

Life On Other Worlds

The galaxy is a huge thing. By the time you've finished reading this sentence, it will have already become fucktillions bigger in size and it only becomes bigger and bigger. Humanity has had billions of years to develop, to grow and to become the species it has today. It's only been at 1969 AD that the possibility of moving and living on other worlds went from impossible to plausible. Even now, we search for other planets with sustainable life, signs that we are not alone in this vast universe. You in particular are enamoured with finding evidence of life elsewhere, and to give it the love that comes with knowing you're no longer alone.

Unity

As a concept, unity denotes when a group of individuals are united as a whole. When many become one being. This can be an odd concept, but what isn't there to like about unity? Where one person fails, a group can achieve. Where one drop fails, an entire sea can sweep cities away. Where one zebra is hunted, they slip into the herd to be unnoticed. To you, Unity is the concept to strive for, where harmony can be achieved even at the expense of the individuals.

Peace

Peace. A simple word that is difficult to achieve and means many different things to everyone. A psycho maniac may define peace as a world left silent after all it's life has been killed by their hands, whereas an idealist may see a utopia awaiting to be achieved. A Buddhist may see it as

Nirvana, and a Christian may see the grace of God. The concept of Peace is beloved to your Siren as well, and how they achieve it is theirs to decide.

The Revisions Document for Siren. Anyone's free to post their ideas or revisions here.

Survivors & Breathless - A Return to the Distinctions Between the Two

-metablender (Will)

Having watched the revisions of the collected Siren documents for some time, there was a change some months ago I found curious. Having finished an extensive read of the Celestial Ocean chapter and the 'Survivor' minor template in Chapter 2, I wanted to address this issue to suggest we return to the prior set of terminology.

At some point, the Breathless were renamed to be Survivors.

When really the two are nothing alike as presented.

The most common denizens of the Celestial Ocean are the Survivors, those that represent lives after the turning point of the Deluge. They may have survived the defining cataclysm, they may have sprung up around a Ruin or under the sway of a Despot. They have a past version of themselves (or some ancestor thereof) in reality. They have Drowned without the means to have a Surfacing, having no connection to the Song itself (and no Akhasic Record).

The Breathless, as they were called, we're humans who have Drowned but not Surfaced, their Souls permanently wounded in such a way that this draws affection from others. As their namesake suggests they do not need to breathe. Their despair draws sympathy, they are slippery within the Song (if targeted by a Verse, they can use Willpower to redirect it to another target). A Siren can have an easier time drawing Pneuma using a Breathless as a Conduit, targeting multiple people as once. This moniker, Breathless, sounds fitting for people who have drowned from the same set of circumstances that would make a Siren but instead becoming nigh-soulless beings.

Perhaps it was the notion that both Breathless and Survivors experiencing a 'Drowning' that led to the former being renamed as the latter. But these are distinct templates. Indeed, the Survivor article in the Celestial Ocean chapter amounts to the Survivors in the ante-Diluvian world being nothing like Breathless in the pre-Diluvian one (or the 'Survivors' in pre-Diluvian world).

This is something of a 'square and a rectangle' sort of terminology. A Breathless has some similarities to a Survivor, but a Survior as presented in Chapter 5 is nothing like a Breathless. If a Breathless Drowned and disappeared completely into the Celestial Ocean they would be a Survivor.

Chapter 5 states that if a Survivor is taken out of the Celestial Ocean they are treated as a human, not a Breathless. The Dirty Deeds sidebar states that in the case of direct past and future selves in the case of human meeting their future Surivor, both would cease to exist. Would a Breathless even have a post-Deluge equivalent of themselves if they crossed into the Celestial Ocean in their drowning moment?

Another mechanic introduced in Chapter 5, a human being Moved by the Song, sounds more like another means of Breathless creation. Breathless have experienced the Song but were overwhelmed by it instead of being transformed into Sirens ('Drowning' without 'Surfacing' unless a separate set of terms are needed in this instance or Drowning and Surfacing need to be clarified). Should a Moved person remain in the Celestial Ocean they would be a Survivor.

Resolutions:

1) Survivors and Breathless are made separate and more distinct, with Breathless characters returning to the original definition. *Ideas for distinctions: Survivors may possess an Alteration or two, like Therons; while Breathless have their soul-wounded traits further emphasized, like as having the Open Conditon towards ghost, spirits, furies and such ephemeral entities.*
2) Survivors and Breathless are fully integrated, although this would be challenging. Connections would need to be made between pre-and-ante Diluvian characteristics, their method of forming, and what exactly it means to Drown and Surface if the character is not a Siren.

Survivors of the Deluge

Unlike the Survivors who failed their Drowning, the Survivors found within the Celestial Ocean are, without better words to describe them, weird. Due to the nature of the Celestial Ocean, the Survivors within the Deluge always manifest as humans with the required basic aquatic features to allow adequate movement underwater and survival underwater along with the ability to resist the biome of the Waters they live in.

Their weirdness only continues when one inevitably notices how the Survivors within the Celestial Ocean seem to correspond to the mortal in the antediluvian world. Not all mortals have a Survivor counterpart within the Celestial Ocean, but all Survivors have a mortal counterpart in the antediluvian world. To wit, there is only millions or so Survivors compared to the billions who thrive on the Earth's surface.

Why is this so? Not even the longest lived of any Current know for sure. Some theorize that if the Survivors on Earth are those who failed their drowning, then the Survivors in the Celestial Ocean are those who may drown in the future. Afterall, Survivors on Earth do not have any further counterpart in the Celestial Ocean, and the people who have Survivor counterparts could face troubles that escalate to allow a Drowning to occur. Even more evidence is that there is no Survivor counterpart to any Siren or Earthbound Survivor, both of which who have already faced their Drownings.

Despite all of this, there is a few things known of Survivors. Their psychology is about what you'd expect of people who would live in a post-apocalyptic wasteland fighting each day to survive: very pragmatic, selfish and the perfect example of Darwinism if humans had regressed back to nature. That said, this methodology they all share make them very easy to deal with simply by appealing to their sense of survival. It's not hard for a Siren to simply head back to earth and retrieve some food to give to a Survivor in exchange for information, shelter, or whatever else the Siren asks for.

Another thing that is easy to tell with Survivors is how they seem to appear according to problems in the human world. The nature of the "problem" Survivors pop up in regards to seems to have a broad definition both in terms of what people have Survivor counterparts and what the problem is dealing with. The people could be the perpetrators, the victims, the bystanders who see it and do nothing about it or the people trying to fix it. The problem could be a dysfunctional family that threatens to get their friends involved, political mudslinging and slander between two candidates nobody likes, or even a base of Flensers causing problems which have a potential number of victims in the mix. So long as it has the potential to hurt a community and it's inhabitants, it seems to be recognized as a "problem" to the Celestial Ocean.

Society of the Survivors

It's unnatural but not uncommon to find lone Survivors living in the wastes of the Celestial Ocean, namely whenever they're out getting materials or food or a Siren finds out an empty Grotto is not empty at all. The stark majority of Survivors tend to be family units for a loose definition of "Family" depending on who the Survivors are counterparts to. These units are bound together through the problem that occurs in reality, and their overall homelife reflects in the Celestial Ocean as well by what they do in the post-apocalyptic wasteland. There's always jobs to be done, such as hunting for food, upkeep of the Grotto and gathering supplies. The families of Survivors found in the Celestial Ocean can have any sort of relationships with each other, be it amicable friendship, bitter rivalry or simple teamwork through gritted teeth.

How lone Survivors or families of them act with a different loner or group is a whole lot simpler: they simply ignore the existence of the other faction, lest they begin intruding upon their territory or it begins to affect one Survivor's livelihood. These conflicts take the form of fighting over territory, enforcing borders or even stealing supplies or Grottos from one another. Coincidentally, some Sirens have noticed that when a problem in reality concerning the mortal counterparts intersect, it seems to cause conflict on the Celestial Ocean side as well.

The end of these conflicts either end when the problems stop intersecting, but sometimes they can become one bigger problem that ends with the losing Survivors being subsumed into the winning Survivors. As a result, Celestial Sirens attempt to stop the problems from occurring or becoming bigger problems on the mortal side by resolving them, whereas some Abyssal Sirens may try to exacerbate problems until they're entire festering problems on the mortal's end.

Some Sirens believe that the moment the Celestial Ocean is populated entirely by Survivors, each a counterpart to a person on the Earth, will be the moment the Deluge begins. For Sirens, this doesn't sound far from the truth.

Sidebar: Dirty Deeds Done Dirt Cheap

So now there only comes a single question. Given that the people on Earth can have a Survivor Counterpart, what happens if the two met? What happens if someone from a *possible* future meets with their *actual* past self?

Well, explaining what happens next is still a point of contention in metaphysics for Siren scholars. The baseline of what happens is that the person stops existing entirely. Everything according to their identity and past is gone, and they leave behind nothing detailing their existence. No amount of family records will report them, nor will they appear according to the Trace or supernatural methods (save those that can deal with Time retcons).

So naturally, many Sirens have taken up forcing such “meetings” as a way to get rid of people without a trace of their existence. In fact, this is the reason most people depict Sirens taking people to a watery grave…

The Ruins of Existence and their Rulers

In the Celestial Ocean, the possibility of the end of existence is reflected within its waters within the Survivors, Trinkets and Clues it creates. However, it doesn’t mean what’s done in the Celestial Ocean doesn’t have an impact within reality as well. Like two mirrors reflecting each other, one in the sky and one under the sea, actions in either world can have a distorted but visible effect upon each other.

As such, there is a way one can affect problems manifested in the Celestial Ocean within the Celestial Ocean itself. Each problem, each den of Survivors connected by the chain of destruction made possible by the Deluge are known within as “Ruins”. So long as they fester, they remain a problem for the safety of their community, their ecology, their politics or the financial state or whatever their touch invades. Thematically speaking, a Ruin could arise from any problem on Earth.

Within Ruins can a Siren find a majority of Clues pertaining towards the reasons for their existence, as well as Survivors who could tell the Siren what is causing (or has caused, the Celestial Ocean is post-Deluge afterall) their downfall. The answers can be as varied as the Survivors one can meet. In most, if not all cases, a Siren will find that one or a few people are responsible for causing a Ruin. These people at the center of the Ruin are known as the Despots, the rulers of the Ruins who wrap them and the people they can hurt around their fingers.

Dealing With Ruins

Given the nature of a Ruin, the next question that comes up is “how to stop the Ruin from continuing”. As is known, a Ruin is synonymous to an event causing harm in reality. Stopping the event in reality will end the Ruin’s existence, up to the point that the the various Survivors making it up disappearing in sea foam. Given that within Ruins lies the Clues to key events that caused the ruin to manifest be they Survivor versions of people on the Earth outside or scraps of items found within the event, Ruins are a viable way for the Storyteller to introduce plot hooks or to find a plethora of information about the current plot.

Of course, some Survivors may recognize the value of Clues and the like and keep them for themselves, or dealing with them may also be a requirement to get anything meaningful out of a Ruin. Ruins, their contents and the like should be if not hard, then at least attainable. Once a Siren has the information she feels she needs, then can any potential scenarios come into play. For example, a Siren can learn there is corrupt financing at work with a supermarket, paying

health inspectors bribes to keep their on-the-verge-of-molding foods on the shelves for another day and endangering a community to food poisoning. It may take some simple clues (possibly locked away in the store's safe) to find this information out, and then may a Siren go about attempting to fix the problem. Perhaps she exposes the financial records to the police, or she gets together the community to notice the wrongs in their very food. Perhaps she hires an actual health inspector to close down the store.

Of course, as theoretically simple it is to learn how a Ruin operates and figuring out how to stop it, it's equally theoretically simple for a Siren to manipulate a Ruin. They do have Clues that can lead to, more often than not, incriminating things. Why not cash in on it? From the above sample, perhaps the Siren tries to blackmail the stores owners to paying them in cash, depriving them of money to stay afloat to serve the Siren's needs. Perhaps they try to make the situation worse by introducing viruses to the food while nobody's looking, or find some sap to tempt. Or perhaps she just burns the damn place down and finds the Ruin is no more when she returns, problem solved right?

One idea could also be influencing the Despot. If they're able to manipulate or persuade the person responsible for creating the Ruin, then they could simply end it by stopping their impact on reality, right? Once more this is only theoretically simple. In reality, it's really hard. Most people wouldn't believe that "their actions will have a grave impact on the future" and Despots aren't any different from "most people". Despots, both human and Survivor sides, are often unaware of their impact on reality or that they're considered a special threat in the eyes of the Sirens. The only thing that really sets them apart from other Survivors is that the Despots alone are responsible for creating a Ruin.

Granted, there is one way a Siren can directly manipulate a Despot and with that the Ruin. When a Ruin is created, it holds an impression of the Despot's reasons for making the Ruin, the manifestation of his soul given form in the Celestial Ocean. These manifestations belong to the Despots and Despots alone, but they may be taken from them as the Celestial Ocean gives them physical form.

Treasures

Within every Ruin lies a Despot, the creator or reason the Ruin exists. And for every Despot does a Treasure exist, the manifestation of their soul that forced the Ruin to come to be. Why these Treasures manifest alongside Ruins and Despots is often a point of contention to Sirens. Perhaps it's because the Survivors who are Despots are recognized as more of a threat by the Celestial Ocean, and as such their Treasures are made in recognition of their station. Or maybe it's because Despots are of recognized value in reality, and their souls become a Treasure in the Celestial Ocean.

Whatever the case, each Despot only has one Treasure just as every human has only one soul. Treasures can only be found within the Celestial Ocean, specifically in the areas that the Ruin takes place at. Since it's possible for there to be multiple Despots at one Ruin, it's equally possible that there's multiple Treasures in a Ruin.

Finding Treasures is almost ridiculously easy for Sirens in theory. Since it's connected to the Despot's soul, all a Siren needs is something relating to that person (or better yet, the person themselves but the general area of the Ruin will work just as well) and her Trace to seek it out in the Celestial Ocean.

Getting them, however, is a whole 'nother story. Treasures are almost always kept on the person of the Despot or somewhere safe, normally somewhere a Siren wouldn't be able to get into. If getting something meaningful from a Ruin is supposed to be an attainable task, then getting a Treasure should be, in all circumstances, hard. Almost all Survivors connected to a Ruin will attempt to keep the Treasure within the Ruin's bounds, and they protect it with the utmost secrecy. Killing a Survivor is the same as killing a human for Sirens, so those more attached to Civilization Stability may suffer if they try to go through that method.

But for all the difficulties that should be present to attain a Treasure, they hold so much of a boon in the hands of a Siren. For one, Treasures connect very deeply to the Despot and their human counterpart. When a Siren attempts to use a Verse on them, she may target them through the Treasure, and her Amour rating is considered to be at the same stage as Sensory. A Siren may even kiss a Treasure, draining Pneuma directly from the Despot's soul as if she had fed through *Once Kissed, Twice Shy*. Furthermore, if she Traces the Despot to whom the Treasure belongs to, she doesn't need to invest within the Range of the Trace to see him.

There is a third way that Sirens can use Treasures to not only their benefit, but that which can lead to the disintegration (or the exacerbation) of a Ruin. They can do so by warping the Despot's Treasure, thus warping their soul.

A Change of Heart

When Sirens had first attempted to Trace the Despots using their own Treasures, they stumbled upon an amazing discovery. Not only did the Trace look through events of the Despot's live with amazing clarity, but the Trace is capable of impressing itself upon a Treasure. Changing its shape, color, texture or the like as the Sirens desired. It's not the cosmetic changes to the Treasure that was impressive, but the fact that by changing the Treasure, they also affected the soul of the Despot it belonged to. In other words, using the Trace on a Treasure allows Sirens to read and affect a Despot's Soul.

To manipulate a Treasure, Trace may be used as per normal. Pneuma is spent and multiple Sirens can help in a Teamwork action. The Despot doesn't receive any roll to resist any changes either. The only change is that each part of the Trace changes in function, each of which twisting the Treasure and thus soul in a particular way.

Time of the Trace: All of the other powers of the Trace leave an impression upon the soul of the Despot. But for how long does this impression remain? This is what the Time of the Trace is used for when reformatting a soul: directing how long the changes last upon the target. With enough successes invested in the Time of the Trace, it's possible for a Siren to make the changes last quite awhile. For each success invested in Time, the Despot's soul is affected for one month per success.

Range of the Trace: Instead of covering how far away a Siren may direct her Trace, Range of the Trace affects how much a Siren changes the soul. There are many things a Siren can change about the person. "Change" is defined as "adding, removing or editing" pieces within the target's Soul. What a Siren can change in the person's soul includes their Virtue, Vice, Integrity, Aspirations, Memories and Conditions that affect the mind or soul. The Siren may change one condition she can change per success she invests in Range.

Clarity of the Trace: The Despot cannot hide anything from the Siren who holds their Treasure, for she can read him like an open book. The Clarity of the Trace, when used on a Treasure, allows the Siren to do just that, reading through the Despot's memories, experiences, skills and the like. In out of character terms, it's somewhat like reading the Despot's character sheet and backstory. What a Siren can view with Clarity is limited to Attributes, Skills, Skill Specialites, Virtue and Vice, Integrity, Merits, Conditions, Aspirations, Memories, and any supernatural powers the character may have.

To be more precise, for each success a Siren puts into Clarity, she may choose one specific part of each category, or more than one if she uses multiple successes on the same category to different ends, to read and get a general idea of. For example, say a Siren invests 4 successes into Clarity. She chooses Attributes twice, Skill and Skill Specialties. She chooses Presence, Composure, Academics, and any Academics Specialties. She finds that the Despot is quite charming (Presence 3), able to keep their head cool under pressure even if they were to die (Composure 5), he's quite well learned in multiple areas, but a place he really shines is in ancient history (Academics 4 with Ancient History Specialty).

When it comes to extremely broad categories like Memories, Aspirations, Conditions, Merits and/or Skill Specialties, a Siren is free to spend successes in them if she chooses and allow the ST to randomly pick what she sees. Sirens who get answers from this can do the Trace at a later time and ask if there's anything other than what she's seen to narrow down the rest. It is possible for there to be no answers as well.

Audience of the Trace: Humanity is a social creature, and Despots are no different. A Siren who invokes the Audience of the Trace upon a Despots Treasure may affect how he relates to people in his life, or how weak or strong this relationship is.

In game terms, for each success a Siren invests into Audience, she may raise or lower the Despot's feelings for another according to the Amour Chart. For example, if a Despot has few feelings for a victim, but a Siren wants to use Audience upon the Despot to force them to feel concerned for the Victim, compassionate to them. She would need two successes invested to move up from Few Feelings to Acquainted, then Acquainted to Concerned.

If a Siren wishes to change how a Despot views a relationship, such as changing love into hatred, then the process is similar. The Siren needs as many successes equal to the step of the Amour Modifier the Despot has for the target. So for example, Passionate needs 5 successes, Partiality needs 4, Concerned needs 3 and so on and so forth.

Verse of the Trace: Unlike most functions of the Trace, the Verse of the Trace is the only thing that has no changes. A Siren may still use the Verse of the Trace as she does in a regular Trace. If a Siren uses the Verse of a Trace upon an event described in the Despot's memories, then it changes the event rather than the memories to add in what the Siren used the Verse for.

Chapter Three: The Antediluvian Symphony

"I know what you want. It is very stupid of you, but you shall have your way, and it will bring you sorrow, my pretty princess." - The Little Mermaid, Hans Christian Andersen

This chapter explains how to create a Siren, the systems and advantages that she has to wield her personal power, the merits a Siren may accumulate or are found within this book, and finally the power of the Song known as Verses which a Siren can make use of.

Creating a Siren

Step One: The Character Concept

To begin the process of creating your character, try to think of how their life was before they had their Surfacing. What are they like? What kind of a person are they? Don't worry or even think about Waters or Currents, they come during the Drowning and after the Surfacing respectively.

For now, it might be best to begin with a concept you can explain in a few words. This concept summarizes your character, giving your fellow players a way to understand your character and your Storyteller an idea of what stories you want your character to experience.

As your character concept is your base for the character, after this is completed, it's now time to breathe some life into it. What is your character's appearance? Personality? Background and potential people she has Relationships with? What are her attachments, if any, between Nature and Civilization? How does she react to the bad ended future of the Deluge?

Step Two: Add Attributes

Now to determine your Siren's raw capabilities, shown through Attributes. Is your character smart, creative and determined? Is she strong, flexible and healthy? Or is she charming, manipulative and composed? When choosing attributes, select one of the three categories (out of Physical, Mental, and Social) to serve as your character's primary focus. Then choose one of the two other Attribute lines to serve as your character's secondary focus, and the last one will serve as your character's tertiary attributes.

At Character Creation, your character automatically has one dot in every Attribute. In her primary attributes, she has 5 dots she may distribute across them. In her secondary, she has 4 dots, and in her tertiary, she has 3. To buy the fifth dot in an attribute, you must use up two of these dots to buy it.

In any case, choose how your attributes tie into your character's concept and backstory.

Step Three: Add Skills

Deciding Skills is almost the same process as deciding Attributes. Skills are split into the same three categories of Physical, Mental and Social, and Skills are prioritized exactly like Attributes. The difference is in the free dots given. The primary skills receive 11 dots to distribute amongst them. The secondary receives 7 dots, and the tertiary receives 4 dots.

As with attributes, skills are usually something that ties into the Sirens character concept and/or backstory. It should be noted that even though certain Alterations can help a Siren excel at certain skills, the Alterations are not replacements for Skills. A Siren still suffers an unskilled penalty when she uses an Alteration in lieu of Skill dots.

Step Four: Add Skill Specialties

Skills always to cover generic or broad fields of study, but there's a difference between general education and specialized learning. Afterall, a difference between a person who's generally good in the vocal arts and an opera singer is a skill specialty. Specialized fields where certain people excel at are always covered by Skill Specialties.

At Character Creation, you may pick three skill specialties. You may have multiple specialties for the same skill.

Step Five: Add the Siren Template

Now that we have breathed some life into the character, now it's time for her to breathe in the Song and make her a Siren. Being a Siren has its own benefits and drawbacks.

It should be noted that Templates may not overlap. Once surfaced by the Song, the Siren can never awaken to the truths of the Supernal Realms, nor may she ever gain the first change and become a Werewolf. Sirens merely die when an attempt is made to embrace them. If taken to Arcadia, she is not subject to the changes of the strange realm, and if brought back as a Promethean then she merely becomes a Promethean instead.

Water and Alterations

The Water a human drowned in is what sticks with them as they surface and become a Siren. Her Water is what part of the Song the Siren listens to that appraises her survival. Her Water is what tactics the Siren uses or teaches to gain Pneuma. Her Water also decides which Opuses she gains upon Character Creation for free.

- **Polaria:** The Waters of Frozen Hearts who know that death is natural, but the world turns regardless. (Opuses of Freeze, Death and Darkness)
- **Freshwater:** The Waters of Creation who know that the future is now and life is always changing. (Opuses of Technology, Fate and Human)
- **Gardenia:** The Waters of Tectonic Movements who know that history repeats itself and you earn what you give. (Opuses of Earth, Animal and Growth)
- **Tropicana:** The Waters of Bright Passions who know that time doesn't wait and to drown in your passions. (Opuses of Temper, Light and Passion)
- **Vaporia:** The Waters of Formless Auroras who know that small decisions can enforce big changes, and that every choice holds a consequence. (Opuses of Pressure, Weather and Wind)
- **Discordia:** The Waters of Brewing Ruin who know that change is mandatory and that conflict is a natural part of life. (Opuses of Blood, Taint and Chaos)

Along with Waters, a Siren may also choose three Alterations to apply on her Diluvian Form. Alterations all bear different, but useful effects that a Siren may use at anytime. At Character Creation, she may only choose from Common Alterations or Alterations belonging to her Water. If she gains more Akashic Record during Character Creation, then the Siren is free to gain one more Alteration per dot in Akashic Record gained.

Current

After Surfacing, a Siren may feel the need to join a social order, like a fish joining a school for the first time. Perhaps the Siren joins a Current because it's the way she survived her Drowning. Perhaps she joins because she believes it's the right way to stop the Deluge. Perhaps she joins to calm her soul and find a meaning to her new existence. In all of their forms, a Current is a social order a Siren may join and offers certain advantages to their own members, such as the favoritism of a certain Conclusion, an additional Canon and a way to boost their own Trace.

There are five Celestial Currents a Siren may join, and six Abyssal Currents that tend to serve as antagonists, but they are certainly playable if a Storyteller allows it. It's not uncommon for a Siren to be without a Current. All Currents however favor a certain Conclusion above others, Sirens within a Current may buy that specific Conclusion at a favored rate.

Celestial Currents

- **Buoyancy:** Do you believe the best course of action is through tricks and deception for the greater good? The Winding Current may be for you.
- **Conflict:** Would you fight for civilization, nature and for those who need to be protected? The Raging Current wants you to join.
- **Harmony:** Do you believe that it would be best to help people through diplomacy and politics? You may believe that the Current of Goodwill is the best option.

- **Healing:** Would you want to make broken things whole and bring them back to where they can survive once more? The Healing Waters is always looking for more to help.
- **Wisdom:** Do you think the world is best helped by garnering knowledge and truth, and spreading it to those who need to learn? The Drops of Knowledge always have a place for those willing to learn.

Abyssal Currents

- **Acheron:** Do you believe that nature and civilization are both corrupt to the core, and should be destroyed? The Current of the Void is always willing to beckon more.
- **Cocytus:** Would you seek knowledge where nobody else is willing to look or touch? Would you use the same knowledge to your own benefit? Do you like to make your home in the darkness ~~of secrecy~~? You might like the Current of Dark Secrets.
- **Lethe:** Do you think humanity has the right idea, to not allow the pains of nature to hold back ambition and possibility? The Current of Mankind's Victory is your best option.
- **Oceanus:** Would you serve Echidna, try to make a new race out of humanity and command her Vodianoi? You may wish to join the Current of the Monster Queen.
- **Phlegethon:** Do you believe that your status as a Siren gives you the right to do as you please? To abuse yourself and others for Pneuma with no regard to safety? The Current of Dark Passions is your best bet.
- **Styx:** Do you think that nature has been harmed too much, and for it to completely recover the disease named "humanity" must be scoured from the globe? The Current of Primordial Darkness wants you to join.

Flow and Beaching

When a Siren surfaces, her outlook on the world changes. Her Virtue goes from becoming a defining characteristic of goodness and self-sacrifice into a way that helps her continue on a path and keeping her strong. Her Vice goes from being a characteristic of selfishness, even to the point of being a cost to another person into a weakness that makes her lose her way and become vulnerable.

Upon surfacing, the Siren has a Flow and Beaching instead of a Virtue and Vice respectively. They are made almost conceptually the same as a Virtue and Vice, but the mechanics differ. The Siren regains Willpower from her Flow whenever she would do an act that would help her or another survive better. She regains willpower from her Beaching whenever she does an act done on impulse that is fulfilling in the short term, yet bad for the long term.

Introductions, Opuses, and Conclusions

Introductions, Opuses, and Conclusions are part of the innumerable words that make up the Song. Any Verse made is another extension of the Song, which always seeks to jump out and

affect more people where it may. Alone, these words do not accomplish much. When combined, these words hold grand and versatile power that only a Siren is capable of performing.

A Siren gains a single Introduction of her choosing for free. For Opuses, a Siren may choose three Opuses between her Water's favored and the Opuses favored by all Sirens. In Conclusions, a Siren has three dots which she may distribute through any Conclusions she desires. If she begins play in one of the Currents, then at least one dot must be put within her Current's favored Conclusion.

Akashic Record

Akashic Record is but a small piece of the Song within the Siren's soul, that grows and sings louder the more a Siren allows it to grow. It's what allows her to gain and store Pneuma, to spread her Verses through the world. All Sirens begin with a single dot of Akashic Record, but a Siren may spend five merit dots to increase it to 2 dots, and ten dots to increase it to three.

Step Six: Add Merits

Though normally characters would receive 7 merit dots upon creation, a Siren is a supernatural being. She has more power and advancement than any normal human could hope to hold alone. A Siren receives 10 Merit dots to spend upon character creation. She may gain the Merits explained in Chapter 3, or she may buy God Machine Chronicle merits save for those on the Supernatural merits list.

Step Seven: Determine Advantages

Though they're more than human, some limitations still apply to advantages that Sirens can gain. Some are still mortal advantages too, being under the same limitations.

Willpower

A Siren may still spend willpower to add +3 to any roll, or just +2 to Resistance Attribute rolls. This still may make as much of a difference in an act. A Siren's Willpower pool is equal to her Resolve + Composure.

Stability

The Siren's Stability score represents her ability to connect between Civilization and Nature, and helps her reconcile her existence between the two. If she loses respect for one or the other, then she may begin to lose her Stability as a whole. Stability begins with 5 dots, one in the middle and one for Civilization and Nature, and the last two being freebie dots that the player can decide where they go. A Siren may choose to begin play at a lower Stability rating, gaining 5

Experience per lost dot this way. The Siren may give up two dots of Stability, meaning she may only ever gain 10 Exp to spend this way.

Pneuma

Pneuma is the essence of the soul. It's what Sirens use to fuel their various powers in both forms. A Siren begins with half her starting Pneuma pool as measured by Akashic Record, plus her dots in the Relationship Merit.

Character Advancement Chart

Trait	**Experience Cost**
Attribute	4 Exp per dot
Skill	2 Exp per dot

Skill Specialty	1 Exp
Alteration	5 Exp
Introduction	3 Exp
Opus	2 Exp
Favored Opus	1 Exp
Conclusion	4 Exp per Dot
Favored Conclusion	3 Exp per Dot
Merit	1 Exp per Dot
Akashic Record	5 Exp per Dot
Stability	3 Exp per Dot
Willpower	1 Exp (purchased after sacrifice)

Systems and Advantages

A Siren isn't a normal mortal anymore. They were uplifted by the Song, made into something more, someone that can make a difference. All Sirens may, with time, learn of their unique advantages and powers and at the same time the drawbacks of their existence.

New Advantage: Akashic Record

The Song was not only just a call for help and to survive, it's a long statement of all the words of power strung together. Upon hearing them for the first time in the Celestial Ocean, they worm their ways into the Siren's ears and into her soul. This rhythmic part of themselves, written on their soul, grows more powerful in time. At its greatest, it's as if the Song itself became the Siren's heartbeat.

Akashic Record is the measure of a Siren's power, the raw word-stuff that empowered her soul from the Song. It measures many things, like how many Opuses she may use in a Verse, how much Pneuma she may hold and spend in a turn, how superhuman her traits could become and how loud Refraction becomes. A Siren with low Akashic Record may be lacking in strength, but they're not affected by Refraction as much. A Siren with high Akashic Record may be akin to Echidna herself in strength, magical and physical, but she finds her Refraction exposing herself more and more.

Akashic Record	**Attribute/Skill Max**	**Max Pneuma/turn**	**Refraction Penalty**
1	5	10/1	-1
2	5	11/2	-1
3	5	12/3	-2
4	5	13/4	-2
5	5	14/5	-3
6	6	15/6	-3
7	7	20/7	-4
8	8	30/8	-4
9	9	50/10	-5
10	10	100/15	-5

Benefits of Akashic Record

- *Attribute/Skill Max:* With an Akashic Record of 6 or greater, a Siren may raise her skills greater than 5 dots. A Siren is capable of reaching superhuman levels of ability the better she grows.
- *Maximum Pneuma and spending per turn:* Akashic Record grades how much Pneuma a Siren is capable of holding within herself and spending in a turn. She slowly but surely

becomes more capable of holding the song within herself and bringing out what energizes it.

- *Alteration Maximum:* A Siren is capable of holding up to her Akashic Record + 3 of Alterations. Her body becomes more capable of morphing and holding more exotic abilities in Diluvian form.
- *Opus Usage In Verses:* A Siren is capable of using as many Opuses in one Verse equal to her Akashic Record. She becomes more capable of holding up a single verse for longer as her Akashic Record grows.

Refraction

The Song beats forever through the Siren's soul, empowering them through the Siren's Akashic Record and forming out the Verses they sing. Although the greater the Siren's Akashic Record grows, the more the Song wishes to fly out and recruit more people. To this end, the way it does so is by dragging the Siren into her Diluvian Form when she's not subtle with her powers around mortal witnesses. Why it does this, no Siren knows, but it sure seems to be it's favored recruitment method. They only know to call this phenomenon as "Refraction". Mundanely, it simply means the change in direction of a wave due to a change in its transmission medium. Supernaturally speaking, Sirens use this term because when they enact a Verse or wield an Alteration, they risk being changed completely into their Diluvian form by force.

Refraction requires two things in order to work. First, it requires a Siren in their Human Form with an Alteration active or using a Verse. Without a Siren, Refraction obviously cannot happen and it doesn't function if she's already in Diluvian Form. Second, it requires a mortal viewer with a soul and that is sapient. Animals and plants cannot trigger Refraction, and strangely to Sirens nor do the other supernatural denizens of the World of Darkness trigger it. Some Sirens speculate that they lack ownership of a soul, while others suggest that due to their nature they cannot necessarily be "recruited" by the Song.

Once the top two requirements are met, the Siren is forced to roll Resolve + Composure with their Refraction Penalty to this roll.

Dramatic Failure: The Siren is forced to change into her Diluvian Form as a reflexive action. Furthermore, all viewers of the Siren must roll their own Resolve + Composure. Success only grants them no effects, while a failure forces them to suffer the Spooked Condition [GMC 183]. This may also constitute a Breaking Point for mortal characters.

Failure: The Siren turns into her Diluvian form as an Instant action. Depending on how well most characters can take it, they may suffer a breaking point upon viewing her form.

Success: The Siren manages to compose her form. Though she may seem like she shifts, she

remains in her human form. If it was caused by an Alteration being present, the Siren may face subsequent rolls of Refraction at the ST's discretion.

Exceptional Success: The Siren manages to keep her form under control. Furthermore, she doesn't trigger Refraction in front of her viewers for the rest of the Scene.

Longevity of the Flesh

There are~~is~~ many differences between Sirens and normal humans when they Surface, and one of these differences is the flesh. In short, when a human becomes a Siren they only age 1/3rd as fast as a regular human. If a human's natural lifespan is from 70-100 years, then the average lifespan for a Siren would be 210-300 years. Yet no matter how high a Siren increases their Akashic Record, they cannot buy extra time...except through one means of longevity. If someone eats at least one point of Size of Siren flesh, they age backwards a number of years equal to the Siren's Akashic Record rating. If a human (or Siren) makes eating Siren flesh a habitual notion, then it is possible for a human/Siren to be biologically immortal. Eating the flesh nets the eater the Flesh Eater Condition.

Of course, there are~~is~~ a few problems with eating Siren flesh. First off, Siren flesh fades faster than human flesh. When a Siren dies or a piece of their body is cut off, their flesh begins liquefying and if not preserved it will turn completely into sea foam within Akashic Record hours and Pneuma minutes. If set on ice in a freezer, the flesh can be preserved for later consumption indefinitely. Heating it up doesn't turn it into seafoam faster, and as an added notion the flesh distinctly tastes like fish rather than human flesh.

The other problem is achieving the flesh itself. The most often practiced case for flesh consumption comes from none other than the Flensers and followers of Lethe themselves, in which case it is taken from hunted down or duped Sirens. Taking flesh from an intelligent and unconsenting being is definitely a Breaking Point against Integrity with a -4 modifier, and for Sirens, they suffer a Dissonance at the Foundation.

Of course, there's nothing a Siren needs to worry about if she offers her flesh consensually to another. After all, the second most practiced case of flesh consumption comes from a Siren wanting to share her longevity with a Relationship. Of course, hacking off your own flesh is both hard and painful. To even go through with it, the Siren needs to spend a permanent willpower dot and roll her Resolve + Composure and she requires an exceptional success. If she's doing it for someone she loves covered by a merit, she may add on a single +1 bonus to the roll. If they're a Relationship, the Siren may instead add the full dots of her Relationship merit with that person only and the cost is lowered to a Willpower Point. If the Siren has the True Friend merit in regards to the person, she's considered to require only three successes instead.

New Advantage: Pneuma

A Siren lives off of the contact she makes with human beings, nature, and by reaffirming herself from her voice within the Song. This breath of life is something that all humans have, and it's something that Sirens make use of in their daily lives. They call this power Pneuma, the breath of life that's taken from human souls. How much Pneuma a Siren can hold at one time and spend in one turn is determined by your Akashic Record.

Spending Pneuma

- *Raising Social Attributes:* Pneuma comes from the soul of a human and is expelled with every act of breathing. It's only natural it would enhance oratory functions. A Siren may spend a point of Pneuma to add a +1 bonus to any one Social Attribute (Presence, Manipulation or Composure) for a turn. A Siren may spend multiple points in one turn to add a higher bonus, but the effect remains for only one turn.
- *Activating Alterations:* A Siren in Antediluvian Form may spend a point of Pneuma to activate the Alterations she possesses for the rest of the scene, and may use another point of Pneuma to deactivate the Alteration early if she desires. The Siren may use the Alteration as she sees fit, but the effects are visible to human witnesses and she may face Refraction for it.
- *Mermaid's Kiss:* A Siren may spend a point of Pneuma to allow herself to breathe underwater for a scene if she's in Mortal form, and likewise she may spend a point of Pneuma to be able to breathe outside of water for a scene in Diluvian Form.
- *Siren's Song:* A Siren uses Pneuma to power her Verses, their cost graded by the words she decides to use in the Verse.
- *Tracing the Waves:* A Siren always spends one Pneuma to activate Trace.

Regaining Pneuma

- *Waters Of The Surfacing:* A Siren may bathe in water that's similar to the Water she surfaced in, or may eat an animal belonging to her Water, and regain a single point of Pneuma. She can only benefit from this only once per day. For the water, it must contain these characteristics to count as the Siren's Water. It's possible for the water or animal used to be pleasing to more than one Water. If the Siren is in the Celestial Ocean, then she may regain one point of Pneuma from her Water so long as the Water's Influence is Level 3 or above. She may also hunt Therons so long as the majority of their Alterations belong to the Siren's own Water.
    - **Polaria:** The waters to represent Polaria must be as cold as an icy grave, and the animals made for the same environment. The Polarians require water that's cold enough to be at most 32 degrees Fahrenheit (0 Celsius) or found within the Arctic and Antarctic Oceans. The animals eaten must be found within the same oceans in order to count.

    - **Freshwater:** The waters for Freshwater must be as pure and filtered as humanity likes it. The Freshwater Sirens require water that's been filtered by human means. Water by a dam, hydroelectric plant or even through plumbing and into a tub apply. The animals are those commonly caught and fed upon by humanity.
    - **Gardenia:** The placid waters of Gardenia need to be found in the midst of nature untamed. The Gardenians require muddy waters, swamps or rivers and lakes found out in nature with little to no civilization in sight. The animals eaten must be the same caliber, untamed and killed in the hunt.
    - **Tropicana:** The rushing waters of Tropicana has to be as hot as a summer afternoon. The Tropicans require water that's at least 62 degrees Fahrenheit (16.6 Celsius), or water found on the tropical beaches of the globe. The animals are amongst the most common across the globe, found within the Atlantic, Pacific and Indian oceans.
    - **Vaporia:** The clouded waters of Vaporia are found in the oddest of places, filled with foggy vistas and lagoons. The Vaporians require foggy lagoons, misty lakes or even steam rooms to qualify for their Water. Such animals include the same residents of those lagoons.
    - **Discordia:** The bloody and destroyed waters of Discordia are found within the broken waste of civilization and nature. The Discordians require from bloody or polluted water (which may include raw sewage, as disgusting as it sounds). The animals that can satisfy Discordia are the apex predators of the oceans, renowned for their vicious natures.

- *Once Kissed, Twice Shy:* A Siren may steal a person's breath through a kiss to regain Pneuma. When kissing a person on the mouth, a Siren may roll her Akashic Record + Composure and gain her successes in Pneuma. A Siren may pull this off during a fight, but they must establish a grapple first. The Siren then rolls Stability. If she succeeds, she may choose between the target losing Willpower or taking the Mute Condition [GMC 182] for the rest of the scene and a further number of scenes equal to the Pneuma taken. If she fails, then the target loses Temporary Willpower and takes the Mute condition for the rest of the scene and for a further number of scenes equal to Pneuma taken. The only drawback to this method of feeding is that kissing people can be awkward, and if the victim recognizes the damages then he'll surely remember it and who caused them.

- *Canons of Current and Water:* Sirens can also regain their Pneuma by their Water or Current's Canons. If a Siren acts upon her Canons in a meaningful way, take the last roll's dice pool that was used for the meaningful act (without any penalties) and reroll it. The Siren gains her successes in Pneuma.

- *Treasure Your Relationships:* A Siren can gain her Pneuma from interacting with those she loves represented by the Relationship merit. It doesn't need to be a specific kind of

love, but it does need to be a deep enough attraction on the Siren's end that she feels when she's with the person in question. Roll the Siren's Relationship times 2 as a pool. Successes equal what the Siren receives in Pneuma. Instead of causing the Mute Condition or eating at Willpower points, the Siren may instead eat at their Relationship itself. Each success the Siren receives inflicts one Bashing to their Relationship's health.

- *The Kill of My Dreams:* There's a nasty secret about Sirens that is truth in the myths about them. If a Siren kills a human being, who must be mortal and not supernatural, she has the option to eat their soul and regain all of her Pneuma. The Siren must be responsible for killing the human. If she has people assisting her in killing a target, then she must be the one to strike the killing blow. After the target's death, the Siren must put her mouth over the human's mouth. She regains all Pneuma within the following turn, to which she can do nothing but concentrate upon taking the subject's last breaths.

Drawbacks of Taking Pneuma

Pneuma is dangerous to consume not for the Siren, but for the health of the Human they feed from. Pneuma is the breath of life, and with each breath a Siren takes from a human, they lose that breath that forms their soul.

When a Siren feeds from a human, they lose a number of temporary Willpower equal to the Pneuma a Siren has taken from them. If the victim is still being drained when he has no temporary Willpower, then the victim loses a permanent point of Willpower and refills their temporary Willpower pool. A Siren can continue to drain if she wishes, and should the target be reduced to zero permanent willpower as a result of a Siren reaping Pneuma, they automatically suffer the effects of the Soulless, Enervated and Thrall Conditions.

Even though a victim of losing Pneuma often doesn't recognize it, some part of their subconscious can realize that a part of them has been eaten away. If a Siren takes a Permanent Willpower dot from a human in the course of reaping Pneuma, the Siren rolls her Composure + Subterfuge - the number of total willpower taken from the target. Successes hide the tint of wrongness from the subject, but failures indicate they can detect that their strength of will is fading and can react according to these strange feelings. Dramatic Failure forces the target into a state of fight or flight.

The Pain of Pollution: Bioweaponry

As Sirens are creatures of two worlds, there's nothing that hurts them physically more than the very stuff that threatens to tear those two apart with equal corrosion and that spiritually annihilates the clean breath of life. The bane of a Siren's existence comes from chemicals and acids made explicitly to hurt all forms of life and reduce environments to wastelands. This doesn't mean that a Siren can be grievously hurt by being whacked with a harpoon covered in

shampoo. Only Chemicals, Acids, and Bioweapons that no matter how it is used will always end up harming someone or something can serve as a Siren's weakness.

If a Siren is hit with a weapon slathered with chemicals, the damage is considered to be upgraded to Aggravated. If a Siren suffers the Poisoned Tilt from chemicals or acids, the damage is also increased to Aggravated and lower the Siren's Stamina by half the Toxicity.

The Pain of Passion: Attachment

As spoken with Relationships, love is both empowering and painful for a Siren. She might find herself caring more for those she's been around quicker than most normal people can healthily. The more she cares about someone, the more obsessed she can be. This leads to a second, more psychological pain for Sirens: Attachment.

When a Siren has spent the minimum of one hour with someone else, who must be a sapient human being (but any supernatural splat can count too) she rolls her Akashic Record + Appropriate Stability - the Amour Modifier as listed in the Verses section for the person. The Siren can take more than one roll if she's stuck with someone for several hours.

Exceptional Success: The Siren's infatuation with the person deeply roots itself into her psyche. The Siren gains one of the following conditions dealing with the person: Swooned, Obsession, Deprived, Yandere, or Bloodied Waters.
Success: The Siren starts to become infatuated with the person. She gains one of the following Conditions: Swooned, Shaken, Guilty, Leveraged, Troubled Waters, Heartsick.
Failure: The Siren's love or ire doesn't grow for the person.
Dramatic Failure: The Siren gains no love and feels no furthered hatred, and this calmness extends itself. The next time she would have to roll for attachment, she can ignore the roll and treat it like it failed.

It should be noted that a Siren doesn't necessarily fall in love with the person. She only becomes more obsessed with the person she was stuck with. She may act more like how she would around a crush, or be a bit more compliant to those she either doesn't swing that way for, or she may be more inclined to outright hate those who she's stuck with or tormented by.

New Advantage: Trace

The Song was capable of breaking through the barriers of time, flowing back so that the people of today could hear it when all seems lost. When it calls to a potential Siren, it grants them a unique perspective of the Deluge that is to come as well as what can lead up to it. Those who attempt to force the Song upon the past may change events then to change the present now. The ability to use this perspective is kept by all Sirens, and they know it as the Trace.

The Trace is an excellent tool of investigation for Sirens. With it, they may look through time, across space, and even mess with previously done events through Verses. In all cases, Tracing requires at least a minute of meditation upon a person, place, thing or event, or a question about an event related to the target of the Trace. Upon which, the Siren spends a point of Pneuma and Willpower and rolls with Akashic Record + Stability. Her successes may be invested within any of the five categories below. If the Siren puts any successes in Verse, the Siren may accrue extra successes to pay for the Duration of the Introduction to act as the Performance, else she must roll as if she hadn't used a Performance.

The five factors of Trace is as follows, and accrued successes may be spent upon improving the quality of the specific part. The *Time of the Trace* covers how much of a timespan is seen by the Trace, forwards and backwards. The *Range of the Trace* covers how far the Siren may call to someone else or how far away she may scry at someone. The *Clarity of the Trace* increases how well the Siren may peer through time, scry or telepathically speak to another. The *Audience of the Trace* measures how many other people a Siren may include within her Trace and the vision it grants. Finally, the *Verse of the Trace* grants the Siren the ability to use a single Verse of her choosing through her Trace. Many Sirens have used this to mess with events of the past and future as well as avoiding the Amour modifier that comes with normal usage of Verses.

If the Siren is within a Current, they receive a special bonus effect that's added alongside their Trace that grants them one automatic success on a single factor. A Siren may use her Trace as an extended action, but must spend a point of Pneuma for each subsequent roll.

Investment	**Time**	**Range**	**Clarity**	**Audience**	**Verse**
No Successes	Within the Scene.	Within the Siren's Sensory perception.	Vague Answer. May make a single worded message. Images/sound is blurry and near unrecognizable	One person.	Cannot make use of Verses.
+1 Success	1 Hour into the past or the future.	Within the range of a building from the Siren.	General Answer. May give a message up in one sentence and be capable of showing ~~a~~ vague visions.	Two people.	May use a single verse that uses one dot power of a Conclusion.
+2 Successes	1 Day into the past or the future.	Within the range of a city block from the Siren.	A simple answer. May give a message summed up to two sentences or	Four people.	May use a single verse that uses two dot power of a Conclusion.

			may show simply fogged visions.		
+3 Successes	1 Week into the past or future.	Within the range of half a mile from the Siren.	A specified answer, summed up in a paragraph or showing a direct vision.	Eight people.	May make use of a single verse that uses three dot power of a conclusion.
+4 Successes	1 Month into the past or Future	Within the range of a mile from the Siren.	A complete answer, descriptive as an encyclopedic answer or showing a complete answer throughout the time frame.	Sixteen people.	May use a single verse that uses four dot power of a Conclusion.
+5 Successes	1 Year into the past or future. Further successes add one more year per suxx.	Within the range of a city from the Siren. Further successes look at the radius of one city per suxx.	Enlightening Answer. Message or vision as long as an Essay.	Thirty two people. Further suxx doubles this number.	May use a single verse that uses five dot power of a Conclusion.

The Night's Got A Thousand Eyes

Oftentimes, a Siren who uses Trace on important matters isn't likely to be the only one looking into them. It's not uncommon for a local issue to have many people looking into it, be it the ones who benefit from it, the ones trying to make use of it, the ones who are trying to fix it, or the ones who are simply interested in it. And the Deluge has its hands in many more pies than that.

Simply put, a Siren who Traces into an event isn't usually the first to do so but there are cases where she is. When any Siren traces into an event, whatever she traces into gains the Traced Condition for the rest of the scene. Whenever a different Siren traces, she gains a +1 to her Trace roll and adds another +1 to the Condition and another scene to it's time frame. This can give almost any Siren who the Traces a good idea of how many other Sirens are looking into an event, even without details of who else Traced.

Tracing The Investigation

As said above, the Trace is an excellent investigative tool. Only the best tools are available when it comes to preventing the Deluge. But how would this interact with using Investigation as a means to extending scenes, stories, or chronicles, as in CoD 77? If one wishes to implement the

Clues system into Siren, they are by all means free to do so. Being a good investigative tool, Trace can easily be used on a Clue to help find other Clues, or even Uncover the Truth.

In investigative scenarios, depending on what a Siren or her Shoal is looking into, they may attempt to use Trace to help begin searching places or people of interest. An Amour penalty should be used to impact the roll, lest the Siren is where she's looking for Clues at. Using Trace also can theoretically lessen the interval, as can the right Verses to look elsewhere. Furthermore, if the Siren uses Trace to find a Clue, then the Dicepool should be the same as the Trace Dicepool and is subject to the same modifiers the Uncovering The Clue Dicepool has.

If a Siren finds a Clue through Trace, then she may use its element to aid her Trace rolls onto continuing the investigation. Incomplete Clues can be used to find other Clues, and if she attempts to use a Tainted Clue to Trace with, her successes on the Trace roll are negated by the number of Tainted Clues she has at a 1;1 Ratio. This is treated as if they're looking in the wrong places, or the clarity of the Trace is tainted by the Clues themselves. Uncovering the Truth still applies as normal.

It should be noted that the two basic rules still apply. Though the Trace does allow one to read through time, one still has to find the right page before it benefits them. And other Sirens are capable of messing with the writing on the pages. Negative impacts towards finding Clues with Trace still apply. It's not hard for any Siren to notice if the Traced Condition is there.

Modified Advantage: Stability (Integrity)

When a person is undergoing the Drowning, not only does their body get thrown between currents and waters, but the Siren-to-be's soul becomes reshaped as a result of the Song. The chaotic movements of the Deluge and the tempos of the Song reforges the Siren's viewpoint into something that's both the same as a human and yet new and different. It has the Siren cling onto a raft that lies between nature and civilization, land and sea and her relationships between them all. Most Sirens simply cling to this raft, trying to build it bigger by having more between both sides equally. Others find it harder to uphold this ideal, so they instead search for materials easy for them to find, purely of nature or of civilization, and cling to it for life. A Siren isn't whole in this state, as they deny one half of their existence. However, they may still survive as long as they hang onto that one piece.

Stability tracks the level a Siren is able to cling to her raft between Civilization and Nature. Much like a raft, Stability is best built by taking from both approaches of Civilization and Nature, clinging to both to ensure a Siren is better stable. If she attaches too much to one end and neglects the other, then she risks becoming only partially stable and allowing her emotions to have chances to run rampant. A Siren without Stability on either end of the spectrum is a wreck with little control. She still has her sense of self, but Maelstrom has a tight grip on her.

Upon Surfacing, a Siren replaces their Integrity trait with the Stability Trait. Rather than tracking traumas, both supernatural and mundane, Stability tracks how well a Siren is capable of walking between Nature and Civilization and keeping a balance between the two. The Stability Trait is eleven dots that ranges from 0 to 10, with one dot in the middle filled in. The dots that go upwards and downwards are labelled 1-5 respectively, with the dots labelled as 1 being next to the middle one and the dots labelled as 5 being the outermost ends of the meter. The top half is called "Civilization" and the bottom half is called "Nature". The middle dot is referred to as "The Foundation".

There are times when the separate halves of Stability will be touched upon and times for when they'll be covered as a whole. When they're being referred to as separate halves, they will be called "Civilization Stability" and "Nature Stability" respectively, and when referred to as a whole, it will be simply called "Stability". For simplicity, here is a rough diagram of how it should appear.

Stability										
Civilization					The Foundation~~Founation~~	***Nature***				
5	4	3	2	1	0	1	2	3	4	5

The Siren starts out with three dots: one at their "Foundation" (the middle dot of the scale), one dot in Civilization and one dot in Nature. At character creation the player has two free dots they may put into either Civilization or Nature halves, meaning they start out at Stability 5 total. If the Siren has Touchstones or Relationships when she starts play, then~~m~~ the player may add half of the merit ratings to the Siren's Stability. Touchstones apply to Nature, and Relationships apply to Civilization.

When a Siren gains dots or loses dots within Stability, she gains or loses her connections to either Nature or Civilization. When Civilization is affected, dots gained go upwards from the Foundation when increased and are lost from the topmost when it decreases. When Nature is affected, dots gained go downwards below the Foundation when increased and are lost from the bottommost when dots are lost. When a Siren loses Nature and/or Civilization 1, they lose their connection to Nature and/or Civilization respectively but they aren't unplayable so long as they keep the Foundation.

If a Siren faces Dissonance for violating The Foundation while she has dots in either half of Stability, then if she fails the roll she loses a dot from the higher of the two Stabilities. If Civilization and Nature Stabilities are equal, the player decides which side loses a dot.

Dissonance

The lines between civilization and nature aren't hard to distinguish, and more than a few Sirens see the temptation in clinging to one over the other. But this is a temptation that shouldn't be taken up, for it shakes the Siren's foundation in both worlds. If she neglects one, and it's like discarding a part of herself. This act of throwing away pieces of her identity is what makes Sirens undergo Dissonance, the rough waters which threaten to damage her Stability.

There's one of three categories that Dissonance tends to follow.

- The Siren commits an act that would compromise her ability to interact with the civilized world or its denizens.
- The Siren commits an act that would compromise her ability to interact with the natural world or its denizens.
- If a Relationship, Touchstone, a Shoalmate or loved one of the Siren is killed/destroyed because of her actions, or the Siren fails to save the above from an untimely and preventable demise.

Whenever the Siren faces Dissonance that rocks her Stability against one extreme or another, her dice pool changes depending on what she did that violated her connection to either Civilization or Nature. The results of this dicepool are as follows.

Dramatic Failure: The Siren loses ground of her Stability to the point where it rocks her for a time afterwards. Along with losing a dot of Stability in the affected side, the Siren takes one of the following conditions appropriate to which she gained in: Bloody Waters, Body Dysmorphia, Heartbroken or Madness. Also, take a beat.
Failure: The waters of a Siren's Stability shift unevenly, and she becomes more callous to worldly or personal concerns. Along with a lost dot of Stability in the affected side, the Siren takes one of the following Conditions: Troubled Waters, Depersonalization, or Heartsick.
Success: The Siren manages to keep hold on the raft between existences, her view still blurry from sea spray but it can still be cleared. Take one of the following Conditions: Troubled Waters, Heartsick, or Shaken [GMC 183].
Exceptional Success: The Siren manages not only to hold the raft, but she becomes empowered from it, like a cliff that survives the storm. The character takes a beat and regains a point of willpower.

No amount of Verses or power can hinder or help a Dissonance roll. The following is a list which covers a list of what may cause Dissonance to all Sirens as well as associated modifiers to

the roll. A Siren may face Dissonance by detaching themselves from the expectations of civilization or the rules or nature.

As a rule of thumb, Touchstones and Relationships add a bonus to aid Dissonance rolls only towards Nature and Civilization aspects of Stability respectively. Therefore, a Touchstone bonus cannot be used to aid a Civilization Dissonance, or vice versa with Relationships and a Nature Dissonance.

Level of Civilization and/or Nature	**Dissonance Dicepool**	**Detachment Dissonance**
Civilization 5	5 Dice	Causing insignificant damages within Civilization or towards it's denizens. (Petty theft). Neglecting a Relationship or suffering from a Relationship's Kink.
Civilization 4	4 Dice	Inflicting a major inconvenience within civilization or its denizens (Grand Theft). Draining a human of permanent willpower for Pneuma.
zCivilization 3	3 Dice	Inflicting a significant inconvenience towards civilization or denizens of it (Arson, Manslaughter). Losing a Relationship by sabotage or neglect.
Civilization 2	2 Dice	Committing a planned crime upon civilization. Serial Murder. Draining a Human of Pneuma to the point they face the Soulless Condition. Allowing a Relationship to suffer when the Siren could fix the problem, or harming a relationship.
Civilization 1	1 Die	Heinous crimes like torture,

		rape or serial murder. Killing a Relationship, or a relationship being lost and the fault is on the Siren. Allowing a Relationship to die when the Siren could fix the problem. Eating a human's soul. Committing actions that aid an anathema to Civilization.
The Foundation	Automatic Chance Die	Committing actions that knowingly aid a supernatural force anathema to Civilization and Nature. Taking actions that aid in the Deluge's occurence.
Nature 1	1 Die	Animal Cruelty. Inflicting damage upon nature that makes it go beyond repair. Destroying a Touchstone. Committing actions that aid an anathema to nature.
Nature 2	2 Dice	Intentional pollution, not allowing the land to heal from damages caused upon it. Allowing a Quagmire to form.
Nature 3	3 Dice	Causing significant inconvenience upon animals or plants. Disrupting natural growth. Losing a Touchstone.
Nature 4	4 Dice	Harming animals or plants with no justifiable reason (hunting for sport).
Nature 5	5 Dice	Littering, neglecting visiting a Touchstone for a week. Refusing to aid a Quagmire's appeasement.

There are other modifiers which may affect a Dissonance roll, but they do not cause one directly.

- The Siren is protecting one of her Relationships or Touchstones. **+Relationship/Touchstone Merit Dots**
- The Siren's actions were done in the name of keeping both worlds alive. **+1 or +2**
- The Siren is acting in accordance with her Flow. **+1**
- The Siren is acting in accordance with her Beaching. **-1**
- The Siren is in the Abyssal Current Acheron. **-1**
- The Siren in committing an act against nature or civilization does so with disregard towards it or acts out of her own personal preferences. **-1**
- The Siren's dots in the half of her Stability she faced Dissonance for are at 3. **-1**
- The Siren's dots in the half of her Stability she faced Dissonance for are at 1 or 2. **-2**

The Effects of Stability, both Balanced and Imbalanced

A Siren's Stability flourishes the more she has to ground herself in Nature and/or Civilization, though if imbalanced then the lesser half suffers. If the Siren has more dots within one part of Stability over the other, then once per scene the Siren may use the dots in the higher half as a bonus to aid any mundane roll dealing with that half of Stability and/or its denizens. The Siren may split this bonus across rolls so long as the total bonus used doesn't exceed her dots in the half of her higher Stability. So for example, a Siren with a Civilization Stability of 4 and a Nature Stability of 2 would be able to add +4 to any roll within the scene so long as it deals with Civilization or creatures of it.

As for the half with the least dots, subtract the higher half's dots by the lower half's dots and the difference applies as a penalty to act within the part of Stability that has less dots. Taking the above example, this would mean that the Civilization Stability of 4 would be subtracted by the Nature Stability of 2. This leaves a penalty of -2 towards all rolls for the Siren to deal with Nature and any part of it.

If Civilization and Nature Stabilities are balanced, then the Siren gains half her Stability as a bonus towards rolls in both parts of the world. This usually means a Siren has an even number as her total Stability rating.

Finally, the Siren's full Stability rating is used to resist Maelstrom, and furthermore a Siren may add half of her total Stability dots (rounded down) as automatic successes to Trace rolls whenever she invokes it so long as she has dots in both Nature and Civilization.

Facing Dissonance with Stability Half Full

We've covered how a Siren faces Dissonances when she has dots within both Civilization and Nature. But what happens when a Siren loses all of her dots within one of her two natures?

For starters, a Siren isn't unplayable at this point. She may lose one half of her connections and have no dots in one half of her Stability, but remember that a raft made out of selective materials can still function, and so can the Siren atop of it. However, Sirens do face new difficulties when they're without one dots in half of their Stability.

Depending on which side the Siren has no dots in, it affects how she can transform between Diluvian Form and Antediluvian Form. If a Siren has no dots within Nature Stability, then she cannot access her Diluvian Form (or Alterations for that matter). If a Siren has no dots within Civilization Stability, then she cannot access her Antediluvian Form.

At first glance, this doesn't seem to hurt Sirens too badly. No matter the form, Sirens always have access to their Verses, gaining and spending Pneuma. However, the Diluvian form is only suited for sea and the Antediluvian form for land. If a Siren loses her last dot of either of the meters, then she is locked within that form. This is quite bad, mainly if the Siren is somewhere the Antediluvian form can't breathe, or that the Diluvian Form can't access water from.

Maelstrom is still in full effect as well. For those locked in Diluvian form, almost nothing changes, though it makes Maelstrom quite a bitch to deal with if the target of it is on dry land. Those locked in Antediluvian form are also incapable of using Alterations for a quick kill.

Oddly enough, Refraction utterly fails to manifest for Sirens who cling to one side of Stability. It's unknown whether it's due to the Siren being incapable of transforming, or if the Song inside has been twisted by the Siren it belongs to. Ironically, this also tends to help tell who belongs to what Abyssal Current where it matters, namely for Styx and Lethe.

The Destroyed Raft of Stability - Banshees

So what happens when a Siren loses both parts of Stability; both her ties to Civilization and Nature? Well, for starters, a Siren STILL isn't unplayable! The reality is that Stability is made of three parts: Civilization, Nature, and the single dot in the middle. That singular dot represents the very foundation of Stability, the Siren's ability to support her own survival first and foremost and ability to connect to the world. So long as a Siren has that singular dot, she can still rebuild her connections to Civilization and Nature. And because her Stability is effectively at one, that means she's capable of accessing both forms. But what happens if a Siren degenerates at that last dot?

It's simple. If she fails the roll, then she loses the last foundation giving her a reason to have any connection to the world and its denizens. The Song within her shrieks horribly, then falls silent forevermore. The Siren now sees the world through a permanent lense of madness, only able to see people as things to use and throw away when they're no longer useful. The only craving she has left within the depths of her soul is that for Pneuma. But because her soul is devoid of

Stability, she can freely access her full range of powers and forms, though she no longer has any standards of how she uses them. Afterall, a Siren at this level is locked forever within the depths of Maelstrom.

Sirens who fall to Stability 0 are known as Banshees. Most of these monsters freely seek out the relationships they once had and suck them dry of all pneuma. And when they're done with that, they'll stalk people they once knew not out of any semblance of love, but for another soul to eat. Beware, for when one hears the Banshee's wail of doom, then a mortal will die that night.

New Disadvantage: Maelstrom

A Siren is a being built on two extremes, but those extremes constantly push and pull at her body and mind. So what happens if one of them manages to push her off her walkway and into the whirling chaos below? The Siren becomes embroiled into it, whirling in a whirlpool of her own emotions until she's able to reach back onto the raft she once clung to. This phenomenon is known as Maelstrom, when a Siren becomes a ravening wreck that lashes out at the world that disturbed her peace of mind.

During Maelstrom, the Siren isn't a rational, thinking being. Some Sirens say that they feel a whispering in their heads, that they simply cannot allow what's happened to go unpunished. Maelstrom is never triggered on purpose, as it's an instinctual reaction a Siren has when the things that she clings to for Stability is threatened. There's only three basic triggers that can cause Maelstrom to occur, and a Siren resists by rolling her total Stability.

Natural: Something of the natural world that the Siren cares about is threatened or damaged, or someone in her vicinity violates the standards of Nature Stability that the Siren has.
Civilized: Someone or something of the civilized world that the Siren cares for or about is threatened or damaged, or someone in her vicinity violates the standards of Civilization Stability the Siren has.
Relationship and Touchstone: One of the Siren's Relationships or Touchstones gets harmed in any way, or someone tries to mess with the connection between the Siren and her Relationship.

Ironically, this does mean the higher the Stability, the more likely a Siren is to suffer Maelstrom due to people violating her cares for the worlds she's a part of.

When in Maelstrom, the Siren receives the following benefits and drawbacks.

- The Siren ignores Wound Penalties gained due to combat and she's capable of wielding Alterations as a reflexive action. She may even use Verses so long as they're targeted at the cause of the Maelstrom, but she cannot use any Performances beyond that which would be an instant action. She doesn't suffer Refraction while in Maelstrom, as the

Song's call is suppressed by the Siren's fury. People do still remember the fact that she grew vicious fish parts.

- Any attempt to influence a Siren's mind takes a penalty to invoke equal to the half of her Stability that was violated, whereas the Siren gains a bonus equal to the penalty to resist all attempts to sway her mind.
- The Siren cannot take actions that require extensive mental thought, everything she does is a mere instinctual action that tries to take the quickest way to end the Maelstrom, even through murder.

Regardless, a Siren remains in Maelstrom until the person or thing that caused the Maelstrom somehow leaves her reach, is destroyed or dies, or when the scene ends. She may have a cumulative +1 modifer for each Relationship or Touchstone (regardless of what triggered it) that's present to resist Maelstrom.

Relationships have the benefit of attempting to talk a Siren down from Maelstrom, allowing the Siren to make a Resolve + Composure roll to leave it.

Modified Advantage: Flow and Beaching (Virtue and Vice)

Becoming a Siren changes more than just their appearance. It changes their once-human outlooks too. Their higher and lower natures are changed from Virtue and Vice into Flow and Beaching.

A Siren's Flow is what she follows to show her the way. It's her being true to herself and what she goes with to show her the way through the world and reach her destination. A Flow can lead through dangerous waters, but a Siren who follows her Flow to the end will get through no matter the cost. When the Siren goes with her Flow at a cost to herself, or she manages to go through with something important to the very end, she regains all of her Willpower.

The Beaching is the opposite of a Flow. Beaching brings to mind the whale that floats ashore due to sickness, old age, or because it came because another whale dragged it through calling them. Unlike whales, a Beaching for a Siren can be much less life-threatening. In the case of the Sirens, it's when they leave behind their Flow behind in favor of getting lost or stranded elsewhere. It's the distraction a Siren has to finding her way, and it can be temporary or eternal. When a Siren indulges in a Beaching when it interferes with getting to an important end goal, the Siren gains a single point of Willpower.

Merits

The Surfaced have changed to something more than human, and as such they have the ability to cultivate resources that no normal human can hope to gain. Sirens have access to special merits that only they and their subsplats may have access to. All of them may have access to normal human merits as well sans the Unseen Sense merit for known reasons.

Modified Merits

These merits tend to be specially modified for Sirens, to represent how a greater breadth of influence or power that the Siren is capable of ~~to~~ pulling from for her merits.

[1+] Retainer, Staff, Allies, Contacts
Although a Siren can pull from the masses of human society, it is probable for a Siren to have one of the Survivors, Breathless or someone covered by her Relationships merit as one of their Social merits. If the being representing the Social Merit is a Breathless or a Survivor, it is best to add one or more dots onto the merit to show their supernatural status and, if they know of their condition, their level of influence onto other human beings. Oceanus Sirens have the option of using Vodianoi to serve as their Retainer or Staff. Add on an extra dot to either of the merits for every three Malformations a Vodianoi possesses.

[1-5] Mentor
Specifically for Oceanus Sirens, they have one great advantage that no other Siren but they can access. They can personally take up Echidna herself as a Mentor. Echidna cannot leave her domain in the Deluge, but she can make time to indulge her followers and teach them her techniques and powers. In this case, Echidna serving as a mentor doesn't measure her degree of skill, but rather how much time she's willing to teach a Siren following her. For the purposes of this, a Siren must have Status in the Oceanus Current to take up this merit referring to Echidna, and she cannot have more dots in this merit than she has in Status (Oceanus). For the purposes of Echidna's abilities, assume she has all skills available. Sirens with one dot in this merit can get the occasional question answered whereas those with five dots in this merit are capable of being personally taught by Echidna, being seen as one of her prodigies.

Physical Merits
If a Siren has use of Physical merits (including Striking Looks and Fighting Styles), then she automatically retains all of them in the Diluvian form unless otherwise stated. Most commonly however, Physical Merits that apply to using her legs cannot be used in Diluvian Form, as unless she has the Amphibious Legs Alteration, they become a fish tail of some form and cannot apply.

[2] Common Sense

Sirens have an intuitive touch with prophecy and things that may come along. As such, a Siren may buy the Common Sense merit for two dots rather than three.

[3] True Friend
The True Friend merit is a deeper connection than anything that can be covered by the Relationships merit, a mutual bond between a Siren and whom she loves that is hard to breach by anyone. A Siren with this merit who meaningfully interacts with their True Friend can choose to forgo regaining a Willpower point and instead feed for Pneuma. Her dicepool for the action is doubled for the purposes of getting Pneuma, and the subject does not lose any willpower for the exchange.

Siren Merits
Unless otherwise stated, these merits are considered to be the property of Sirens.

[1-5] Theronic Companion
Whereas the animals of the earth serve as man's best friend, a Siren's best friend lies within the Celestial Ocean and can be found within its native animals, known as the Therons. A Theronic Companion is an animal loyal to the Siren, capable of carrying out her orders as she gives them. They can only understand commands like the smartest of dogs can understand, such as "Go find food outside" or "Go find shelter" is fine. "Go get me the Clue at the bottom of the ruins 20 miles from here" or other complex orders aren't. Each dot in Theronic Companion accounts for how many Alterations the Theron owns. Assume the dots in Theronic Companion also act~~s~~ as the Theron's "Akashic Record" rating for Alterations that call as such, save that their “Akashic Record” isn’t halved for their Alterations. When entering Earth, they take the appearance of the animal they’re closest to, and they may manifest their Alterations by spending a point of Pneuma. They may hold a number of Pneuma equal to this merit’s dot rating.

Drawback: Therons are animals, through and through. It may be hard to domesticate one, and the Siren needs to treat them right and train them in order to have one at her beck and call. The process of gaining a Theronic Companion should take a scene or be worth a session to gain and/or train. The Control Conclusion can be used to domesticate a Theron Companion.

[1-2] Enchanting Voice
There’s simply something about the Siren’s voice that others find divine and hard to ignore. Each song makes others swoon, and each insult cuts deep. Sirens are not without beauty, but bearing this merit shows that beauty isn’t just in physical appearance. This merit grants a +1 to all Social rolls that involve her voice at one dot. At two dots, this merit grants a +2 to all Social rolls instead. This Merit can stack with Striking Looks and Drowned Beauty merits.

[1-3] Chameleon

Some Sirens work to keep their aquatic appearances hidden from their onlookers, and some succeed to wrap Refraction about themselves greater than any other. If a Siren has this merit, they may add on an additional penalty whenever Refraction occurs equal to her dots in this merit.
Drawback: This merit can raise the power of Refraction to great levels, but Refraction wasn't made to be abused. A Siren with this merit who invokes Refraction only retains the additional penalty to onlookers when it's invoked up to a number of times equal to the dots she has in this merit. So at most, a Siren may invoke this merit three times before the additional penalty is taken off and reverts to normal.

[1-5] Grotto
Prerequisite: Safe Place 1
A Grotto is a safe place a Siren finds comfort in, to hide away from enemies and the hostile world, quite literally in the Celestial Ocean. A Grotto is a safe haven a Siren, a Survivor or a Vodianoi makes within the Celestial Ocean. When within a Grotto, the Siren who owns it benefits from the Safe Place merit that represents it, and from complete protection from Disasters. While within the Grotto, add the merit's dot rating to the rolls that most of the Environmental Tilts would normally force on her were she outside. She also never suffers any associated penalties the same Tilts force on her so long as the penalties are equal or lower to her Grotto rating.
Drawback: Grottos are valuable to Sirens and Survivors, and many seek to take places that are better made than their own.

[1-5] Touchstone
Your character has one or more touchstones, her connections to the natural world. For each dot of the Touchstone Merit, she has one touchstone related to Nature that aids her rolls of Dissonance against Nature Stability.
Drawback: Losing Touchstones are quite harsh on a Siren. Losing them through any method causes Dissonance against a Siren's Stability.

[1] Bel Canto
Prerequisite: Siren, Survivors can understand it
Your character can speak the Bel Canto. She knows how to enhance her Verses. A Siren with the Bel Canto merit knows how to direct the Song within, and may vocalize it outside of the use of Verses. Being the use of the pure words-stuff of the Song, the Siren is capable of teaching this language to other Sirens, where it's primal power can empower the Verses a Siren sings.

Most mortals, and any other supernatural, cannot comprehend what a Siren speaks. However, the Songless report that this language sounds like the most beautiful singing that no human can hope to emulate. If a Siren uses this language to enhance a Verse (which must be performed vocally), they can gain the 8-Again quality on their Verse activation roll.

Drawback: The Bel Canto is obviously supernatural, and nothing can hide it's beauty. When used, the lowest a Siren can speak with it to enhance a Verse is in a normal speaking voice, and if any mortals overhear it's usage, they roll to test for Refraction with a bonus equal to the activation successes the Siren got on the roll.

[1] Sea's Temperament
Most Sirens living close to water, mainly near sea, tend to gain this merit. Your character's mood rises and falls with the sea, affecting her emotions and her Maelstrom. At low tide, your character's mood seems calmer and emotions more distant. Your character gains a +1 bonus on attempts to resist maelstrom.

Drawback: Your character's mood also rises with High tide, making her more active and irritable. During high tide, your character takes a -1 penalty to resist Maelstrom.

[1] Weather Sense
Your character has a knack for reading upcoming weather. Perhaps she simply knows that old fables about telling the weather rings true for her. Maybe the Siren's Trace subconsciously tells her of things to come. The Siren may do an automatic Trace roll concerning upcoming weather within the next 24 hours. The roll is considered to be free, and with each success the ST must tell of the weather type, Environmental Level(s) and/or if it was caused by a Quagmire or not.

[2] Aura Eater
The act of feasting from Pneuma feeds from the soul of the victim itself. Many cultures claim the soul shows in the form of an aura, which can depict the health of one's mental and emotional state. To an extent, the Siren has this quality. For each point of Pneuma she feeds from another, she gains acute awareness of one of their emotions.

[2] Potnia Theron
Requirement: The Siren is of the Water Gardenia or membership in the Current of Primordial Darkness.

Translated from greek, the name of this merit translates into "Mistress of the Animals". Like this mythical figure, a Siren may be worthy of the same title as she calls her Therons to flock to her in her time of need. A Siren with this merit may buy the Theronic Companion Merit multiple times, each representing a different Theron she has control over.

[2] Double Dipping
The Siren resurfaced within two Waters rather than one. Choose a second Water for your Siren. She may use that Water's Knowledges as a way to regain Pneuma, and she may even buy that Water's Alterations as if they were favored ones as well. She doesn't gain the second Water's Opuses as favored however and must pay out of affinity costs for Stanzas containing them.

[2] Pneuma Herbivore
The Siren has an additional way to feed from Pneuma through *The Waters of the Surfacing* than just through bathing or eating animals reminiscent of her water. The Siren may instead eat plants that belong to her Water. So long as she eats Size 1 of the plant, she regains 1 Pneuma. Like Waters, multiple waters can overlap for one plant.

[3 or 4] Drowned Beauty
Requires Striking Looks 1 or 2
Sirens are renowned for their inhuman beauty seducing victims to their deaths, and some actually do fit the bill. This merit is only applicable in Diluvian Form, and it works as a greater version of the Striking Looks Merit humans have. For three dots, a Siren with this merit may have +3 bonus to all rolls that deal with her looks. At four dots, this bonus increases to +4. A Siren with this merit must have at least Striking Looks 1 to receive Drowned Beauty 3, and Striking Looks 2 for Drowned Beauty 4.

[3] Eye of the Storm
The Siren's Maelstrom is more like a hurricane. The entry and exit are furious waves, but if the Siren tries to focus then she may find the calm medium to hide until the storm passes. Whenever the Siren faces Maelstrom and she fails, she has the option of spending a point of Willpower to force a re-roll. The second roll's results, no matter the outcome, are kept.

Supernatural Merits

These merits are not exclusive to the Surfaced. However, they are lost upon becoming a Supernatural being.

[1+, Special] Trinket
Your character possesses an item found in the Deluge that has been empowered with a Verse. A Siren may have taken the time to transform an object into a Trinket, or have found something in the Celestial Ocean that was empowered from an act in the present. Either way, a Trinket is an object that can use a Verse, including those that a Siren doesn't have use of.

Getting a Trinket can be done one of two ways. A Siren may find a Trinket within the Deluge, though the words it's empowered with may be random unless the Siren specifies~~y~~ what she looks for. Once received, a Trinket's existence may be required to be ensured to exist within the Deluge, else it fades into non-existence. The other way is for a Siren to empower an object through the use of a Verse (usually Target-Sound-Transform and using a subsequent verse the Siren has to bind into the Trinket).

The dots that can be added in this merit depend on the words used. See the Verses section to calculate how many dots a Trinket can be worth. The default dot rating of the Trinket is equal to the used Conclusion's dot rating, plus one dot for each Opus above the first.

[1] Deaf to the Song
Your character isn't affected by the Song like most other people are. Perhaps they know of the truth behind it and those who use it. Maybe they're untouchable by the Song. For whatever reason it is, your character is considered to not raise Refraction upon a Siren. As a bonus, the character may also spend a point of Willpower to resist the enthralling effects of the Song for a scene should he be in the Celestial Ocean.

[2] Watergate Keeper
Prerequisite: Not supernatural
Your character has a special connection to the Celestial Ocean. They do not have to go through the motions of ceremony to entreat the Song to let them enter. Whenever your character would attempt entry into the Celestial Ocean, they only require to spend a point of Willpower and roll Resolve + Survival.

[3] Treasure
Your character possesses a Treasure, the embodiment of a Despot's soul found only in the Celestial Ocean. The one who holds this is considered to have the highest connection toward the one the treasure represents. If a Siren holds a Treasure, they may drain Pneuma from the Treasure as if they were draining the one it represents. Finally, they may even reshape the soul of the Despot using Trace.

[4] Breathless
The Breathless are mortals who failed to survive their Drowning, and are marked at their very souls because of it. They exude an aura of helplessness that drives people to try and help them. Anyone within the Breathless's range of sight is considered to have a relationship on the Amour Chart one step higher than what it would be. The lowest possible is Few Feelings, and the highest possible is Love. In Social Maneuvering, they're also considered to have automatically opened a number of doors equal to their highest Social Attribute. Sirens may also feed on other people through Breathless, and they may also redirect the effects of a Verse or Trace that targets them with the expenditure of a point of willpower. Finally, Breathless do not cause Refraction and do not need to breathe to survive.

Mundane Merits

These merits may be purchased by anyone, supernatural or not.

Soulmate (Style, Supernatural; 1-5)
Prerequisites: True Friend or Relationship
Effects: You have a deep, abiding link to your True Friend or Relationship at the level of your very soul. It's hard to tell whether or not that connection is because of your friendship, or vice-versa. Honestly, though, it doesn't really matter.

If a Mortal is in a Relationship with a Siren or a supernatural being, they may purchase dots in this merit up to the number of dots in their Relationship. As well, the Relationship benefits from an "Armor rating" that this Merit automatically grants. Each dot in this Merit is subtracted from Stress rolls from a Relationship.

(1) I Chose My Friends: Your friend is your friend - it doesn't matter if they've grown fangs or sold their soul to the devil. You and your True Friend/Relationship are immune to any breaking points caused by observing each-other's supernatural powers or nature.

(2) You Are My Rock: Your relationship is a stable point in a harsh world; you may regain Willpower by interacting with your relationship twice per story. In addition, both you and your True Friend/Relationship may treat your relationship as an additional Virtue for all purposes other than Willpower recovery.

(3) You Are Something Wonderful: Your friend is a bright, shining star in the darkness. Your bonus to Breaking Point rolls when protecting your True Friend/Relationship is increased to your dots in Soulmate. In addition, you and your True Friend do not need to roll when assisting each-other's rolls. Instead, you each add one die to the other's pool.

(4) You Are My Sunshine: Simply being around your friend brings out the best in you. You may add your dots in Soulmate to your roll instead of the normal bonus whenever you spend Willpower on an action where your True Friend advised or encouraged you to pursue. In addition, you and your True Friend/Relationship may spend Willpower once per scene to add one Willpower to each-other's willpower pool. Sirens may substitute Willpower with Pneuma.

(5) I Trust You: Never underestimate how powerful simple trust can be. Any attempt to convince you to betray or harm your True Friend/Relationship, whether supernatural or mundane in nature, automatically fails. Additionally, both you and your True Friend/Relationship may spend a Willpower point to have the other character appear in the same Scene as them - this cost increases to a Willpower dot if there is no easy way to explain them being present.

Swimming Mastery (Style, 1-4)
Prerequisites: Dexterity 2, Athletics 2, Specialty in Swimming for Athletics
Effect: You spend so much time within or near the water that you know how to work in it almost as well as land. The benefits of this merit only apply when your character is underwater.

(1) Diving Entry: When your character enters or exits water, they may do so as a reflexive action rather than an instant one.

(2) A Whole New World: While most other people are concerned with their positioning underwater being relative to "up" or "down", you know enough how freeform movement can be underwater and as such do not hold to such distinctions. While in the water, your character doesn't decrease their Speed.

(3) Breathing Exercize: Your character is versed enough in swimming that they've optimized their breathing pattern. Double the amount of time your character can go without taking a breath before they're considered to be drowning.

(4) Automatic Acclimation: Your character can dive to depths and feel at home in them. They are always considered under the Acclimation Condition for water depth. This still doesn't apply for any zone below Bathypelagic.

[1-5] Fighting Style: Rusted Iron
Prerequisite: Strength 2, Athletics 2, Weaponry 2, Frogman Specialty in Weaponry

Effect: One thing is for certain underwater: fighting in it is tough. Most aquatic creatures hold the advantage by both natural weaponry and the ability to maneuver around the water better than any human can. Even so, if trained hard enough one can still be a threat underwater. How else would military frogmen exist today?
Your character is capable of fighting underwater. This style requires a character using a weapon that has piercing capabilities. So while a harpoon, sword, speargun, or even claws and teeth are viable weapons, a warhammer or balled fists are not.

(1) Water Ready: Your character is used to training within an underwater environment, knowing how to turn his body to oncoming things. While underwater, your character's Defense isn't halved and may apply it fully.
(2) Fisherman: Your character has the knowledge of water density, and knows how to still bring weapons to full swing underwater. Your character's combat rolls are not halved while underwater. Blunt attacks however still fail.
(3) Water Camouflage: Your character has grown adept to their aquatic surroundings, capable of seeing through the murky landscape they're getting used to. For each dot of Wits your character has, they may negate an equivalent amount of penalties upon any Perception roll made underwater. They may also choose to take the Water Clarity Tilt's penalty to perception rolls and apply it as a bonus to the character's Stealth rolls.

(4) Dragging to the Depths: Your character is highly maneuverable underwater, able to drag down opponents with them. Your character receives 9-Again on all Grapple rolls made in the water.
(5) The Mermaid's Deadly Song: Last but not least, all air-breathing targets are easier to kill underwater. When your character tries to damage an opponent while in the water, if the opponent's head is at least underwater, instead of inflicting Bashing equal to successes, the roll deals Lethal Damage instead.

Diluvian Form

A Siren is indistinguishable from a human being in her normal appearance, bearing all the same frailties and strengths that a normal human body grants. However, Sirens walk the line between humanity and nature, and as such they draw most of their supernatural strength from another form. This form's most common appearance is a humanoid looking being from the waist up, perhaps covered with scales or drowned-corpse pale skin. The bottom half however tends to be the tail of a fish, making her adept at swimming to depths unimaginable. Sirens as a whole call this form the Diluvian Form. To change into this form, a Siren must roll her Akashic Record + Nature Stability. She may do so as a reflexive action upon entering water, or she may roll as an instant action to change. In order to change back, she mus~~t~~e roll her Akashic Record + Civilization Stability, and the roll can either be instant or done reflexively upon leaving the water.

While in Diluvian form, Sirens gain a multitude of benefits. She becomes able to breathe underwater indefinitely, or rather as long as she remains within Diluvian Form. She also gains unnatural dexterity underwater, and as such she gains 9 Again to Athletics rolls (this cannot be applied to rolls to activate a power) and is capable of moving up to quadruple her Speed in water. As well, all of her Alterations also immediately activate upon going into the form.

This form isn't without drawbacks. A Siren in Diluvian Form on land is like a human underwater. She can only hold her breath for up to Stamina turns outside of water, after which she must roll her Stamina. Each success gives 30 extra seconds for which the Siren can remain above water before she begins to suffocate, at which she takes one lethal damage every turn until she goes back underwater to breathe. Finally, outside of water she is very much disabled with her fish tail, only able to crawl up to her Strength dots in Speed.

A Siren changing between her human form and Diluvian form is different from her manifesting her Alterations onto her human form. Instead of pulling parts of her aquatic form to herself, she's shifting entirely towards a form of herself from another time. As such, a Siren's clothes do not tear off when she completely shifts to her Diluvian form, they stick with her human form and

return when she returns to her human form. Anything with her that isn't directly her clothes shift as well, such as the wallet and cellphone in her pocket.

Sidebar: And What Of The Mermaid Problem?

In the human form, a Siren is completely human in every detail. They're capable of doing anything a normal human can do. But when a Siren turns into her Diluvian form, there's always one question that comes to mind. While mermaids are depicted as having their fish half from the waist down, they're coincidentally depicted as lacking in a few attributes that should normally be present the waist down. And we're not talking about the legs.

Now, the lack of these attributes might make some things hard in the Diluvian form. What if a Siren is in the Celestial Ocean and needs to go? What if things are getting frisky and for some reason she can't change back, or doesn't want to be in her human form?

There's several ways one can go about this, and how so depends on the relationship between the Storyteller and the players should such things arise. One could easily say Sirens have barbie doll anatomies, and either don't experience such needs, or can make the parts appear or disappear at will, or that they need to take care of them in human form. If that doesn't work, or if the desire for the lower anatomy to be explained is present, then one could just as easily say that they're present on a Siren's Diluvian form. How present, or how they appear as, are answers best discussed between the Storyteller and the Player(s).

Given the nature of Siren focusing on mermaids and this question being extremely common for a mermaid's physical nature, not to mention their connection to love in many forms, this question is hard to avoid and would be a disservice to ignore.

Overview to Alterations

Every story of water creatures the world over has~~ve~~ them being a mix up of a human body overlaid with the features of the animals of the deeps. It's not hard to imagine that most things have a kernel of truth in them, and this is one thing that's true about the Sirens.

All Sirens have access to special mutations known as Alterations. All Alterations grant special abilities or helpful mutations of her body that grant her some advantages. A Siren may freely call up any single Alteration she has to her form with nothing but a spent point of Pneuma, or she may access them all at once in her Diluvian Form. It's worth noting that if a Siren uses an Alteration in the presence of mortal witnesses and they successfully spot it, a Siren may be forced to roll for Refraction.

There are three kinds of Alterations. Common, Water and Echidnal Alterations. Common Alterations are available to all Sirens, carrying qualities that can be found in all kinds of oceans and waters from the animals that live there. Water Alterations are specific to a Siren's own Water, and carry the genetics of animals belonging to the Water's biome. The biomes that belong to a Water are explained within each of the Waters sections.

Finally, there's Echidnal Alterations. Alternatively known as Malformations, they are Alterations grafted onto Echidna's servants, both Siren and Vodianoi. More than a few are hand tailored and made by her, and thus give better benefits than most normal Alterations grant. They all come with their own unique drawbacks, as well as the factor that they're present on a Siren's mortal form at all times too. The details for Malformations, which include abilities and how to get them, are underneath the Vodianoi section.

In Character Creation, a Siren is allowed to get up to three Alterations. Only Common Alterations and Water Alterations pertaining to the Siren's Water can be chosen. Afterwards, a Siren can get Water Alterations from different Waters. To do this, a Siren only needs to go to the Celestial Ocean and find a place that has a Water that owns the Alteration she wishes to gain. She must then make an extended roll of Akashic Record, and the Threshold is the Water's Prevalance + Influence. When the Siren reaches the threshold, she gains the Alteration she wants and gives her experiences in exchange. She may swap out an existing alteration for another one using the same process. A Siren may only own up to her Akashic Record + 3 Alterations at one time, but there is no limit to manifesting them.

The appearance an Alteration grants is also dependent on the Alteration, or the Water it's gained at. In most cases, the Alterations gained do not manifest upon the same parts or impede on each other if manifested on the same part. It is encouraged that the player comes up with how the Alteration manifests on the Siren, and the appearance may come from inspirations for said alteration.

Common Alterations

These Alterations are common amongst all Sirens.

Natural Weaponry
The sea is a wonderous and dangerous place. Many of its creatures are bristling with all sorts of attack and self-defense mechanisms, like spines, sharp appendages or teeth. A Siren with this Alteration is equally dangerous. This Alteration makes the Siren's teeth and hands become weapons for her. How so changes with the Siren. Some may have a maw with razor sharp teeth like a shark, while others have delightfully filed down like that of a pir~~h~~anha. Meanwhile, the

Siren's hands may protrude with claws like a seal, or be like pincers of a crab. The Siren's hands and teeth, when used in an attack, deal +1L damage.
Inspiration: Seals, piranhas, squids, crabs, sharks

Natural Armor
Just as the sea is full of ways to attack and harm, the sea is also home to many defense mechanisms. This manifests upon a Siren like a hard shell, or her scales becoming preternaturally hard. The Siren receives Armor that grants both minor ballistic and general protection on a rating equal to half her Akashic Record, rounded up.
Inspirations: Shellfish, Turtles, Crocodiles, Crabs, Lobsters

Boneless Imitation
Many creatures of the ocean and lakes have no need for rigid bones or constricting exoskeletons in mobility. Sirens with this Alteration are similarly flexible, if not as boneless. A Siren with this Alteration may count her Size as half her Akashic Record rounded up smaller for the purposes of fitting through crevices or spaces. This does not affect her health, nor does it reduce her to Size 0 (she's always counted as Size 1 if it would reduce her to 0). She also adds the Size change as a bonus to her Defense for the purpose of evading grapples and for Break Free moves within a grapple.
Inspiration: Cuttlefish, squids, octopi, eels, sea slugs

Whalesong
There is but one creature of the sea whose songs are more renowned than the Siren. The songs of the great whales are as haunting and mystic as the Sirens' own. She may communicate verbally underwater for 1 mile per dot of Akashic Record. Above the water, this range is much reduced, to only 40 metres per dot of Akashic Record.
Inspiration: Humpback, Blue Whale

Secret Venoms
No matter which water you swim in, there is one method of defense that remains omnipresent in them all. Venom is one of the most popular forms of both offense and defense in the animal kingdom. When the Siren obtains this Alteration, she must pick one method to deliver the toxin: through quills, teeth, claws/nails or even through her sweat via toxic slime. She may also designate an Alteration such as Natural Weaponry as the source of the toxin. She initially has a toxin with a Toxicity of 2 and an interval of 1 hour. As alternative forms of this Alteration, she may develop a toxin that saps Strength or Dexterity instead of Health. These lost points return at a rate of one per every half hour. Regardless of type, the venom lasts for one day.
Inspirations: Eels, Nudibranch, Hagfish, Lionfish, Jellyfish, Sea Snake

Drowned Beauty

The most common feature of all myths involving merfolk is their inhuman beauty. While a Siren may look as anything but human in her Diluvian Form, with this Alteration they may still hold an inhuman allure. With this Alteration, a Siren subtracts one Door from any social influence and counts as one impression level higher. She's also considered to have Striking Looks 2 so long as her Alteration is present. If she already has Striking Looks 2, it upgrades to Striking Looks 4. If at Striking Looks 4 already, she may subtract two doors and raise her impression by two instead of one.
Inspiration: Koi, Dolphin, Mandarinfish, Nudibranch, Arrow Frogs, any vibrant sea life

Thalassic Movement
Not all creatures of the water evolved legs to move ashore. Many still remained in the deeps, growing better suited for the water, with movement being a top priority. A Siren with this Alteration has protrusions such as fins on her arms or sails on her back that help to balance underwater. These give the Sirena bonus to her Speed and the same bonus to Athletics rolls while underwater, equal to half of her Akashic Record rounded up.
Inspiration: Koi, Frogs, Angel Fish, Sea Pen, Lionfish, Flying fish.

Barbed Quills
The Siren's Diluvian form may have rough tiny scales or fine slender spines. This augments her unarmed strikes as 0L damage. She may fire these quills as a Short Burst (up to 5 shots) with a range of 5/10/20 both above and under the water, rolling Dexterity + Firearms to shoot. It costs 1 Pneuma to replenish these quills. Additionally, whenever the Siren is in a grapple they may spend 1 Pneuma to leave these quills in her opponent as a 1L attack and to add to the Siren's roll to break free. This requires another Pneuma to replenish the quills, as above.
Inspiration: Sea Urchins, Pufferfish, Lionfish, Pistol Shrimp

Lamian Senses
The many predators of the deep wield senses that few on land can barely imitate: the pure range and detectability of underwater echolocation and senses. The Siren detects any moving creature within 10 metres provided there are no obstructions. She also gains +2 to all rolls to notice a surprise attack. The Siren also automatically detects any blood in 100 metres per dot of her Akashic Record.
On land this ability is somewhat handicapped- she may detect blood for 10 metres, with an additional two metres per dot of Akashic Record.
Inspiration: Great Whites, nurse shark, Pike, Axolotl, Hammerhead Shark

Regeneration
To certain marine creatures, a lost limb is more of an inconvenience than anything else. It's only a flesh wound when you can regrow limbs in time. With this Alteration, the Siren does not take permanent negative conditions when she loses limbs. Instead, mark one of the Health boxes that was damaged for the Siren to lose the limb with Resistant Aggravated. If the Siren doesn't have

any Health Boxes filled to the right of the Resistant Aggravated, then the wound begins to regrow into the severed limb rather than healing over the damage. Upon when the Resistant Aggravated would be healed, normally one week, the limb is fully regrown and completely functional.
Inspirations: Octopus, Starfish

Pressure Resistance
The Siren can brave the depths of the ocean without fear of water pressure. For every 2 dots of Stamina the Siren has, she may move through an Environmental Level in regards to water pressure without fear of penalties or suffering damages. A Siren at Stamina 10 may move through all Environmental Levels of water pressure without any fear of suffering damage or penalties.
Inspirations: Oar-fish, Anglerfish, Sperm Whales

Underwater Eyes
The Siren can see through water without problems. The Siren automatically negates vision penalties underwater up to half of her Akashic Record. She also can recognize unusual features like bloodstains, body fluids and other residues or trace evidence, unless they were rigorously cleaned. This grants a bonus of half Akashic Record to all Perception rolls.
Inspirations: Too many to count

Bioluminescence
Faint light glows from the Siren, which can be activated or dampened reflexively. When active she has a soft illumination no greater than a flashlight. This applies as a penalty of half Akashic Record to avoid being noticed, however the dexterous Siren may distract with her light to receive a bonus of half Akashic Record to her Defense for the first round of combat. For 1 Pneuma the Siren may inflict the Blinded Tilt on a single opponent for half Akashic Record turns.
Inspiration: Anglerfish, many deep sea creatures

Spectral Vision
The Siren's eyes are enhanced to see across a wider spectrum. When noticing material residue or other trace evidence, the Siren achieves an Exceptional Success on 3 successes instead of 5. Additionally her failures to uncover Clues never get the Incomplete tag and her successfully uncovered Clues gain an additional element.
Inspiration: Shrimp

Polarian Alterations

These Alterations are normally property of Polarian Sirens and the Water of Polaria. These Alterations draw from the marine animals of the Arctic and Antarctic Oceans.

Camouflage
The creatures of the frigid oceans are often near-invisible, floating through the water like ghosts. Through this Alteration a Siren emulates their concealment, whether that's through translucent skin or densely packed chromatophores. The Siren gains a bonus to all Stealth Rolls equal to half of her Akashic Record, rounded up. Anyone looking for her also receives the same as a penalty to all rolls to detect them while they remain still.
Inspiration: Squid, Octopi, Cuttlefish, Ghost Shrimp, Jellyfish

Anti-Freeze Protein
The Siren's blood contains specially designed glycoproteins to quash any ice that attempts to form in her blood. The Siren subtracts half her Akashic Record, rounded up, from the level of any extreme environment based on cold. She also adds the same penalty as bonus dice to any roll to resist damage from sources of cold, even those resulting from supernatural powers.
Inspiration: Cod, Shrimp, Anglerfish, Flounder

Fur Pelt
The Siren's skin possesses more fur than scales. Her body is covered in a thick pelt that provides warmth in the coldest of environments. When the Extreme Cold Tilt is active, the Siren is warm enough to negate bashing damage the cold inflicts. The Siren also gains -1 to all rolls every half Akashic Record hours rather than every hour. Those in direct body contact with the Siren also receive these benefits so long as they remain in contact.
Inspiration: Otter, Seal, Polar Bear

Baleen's Weight
The Siren with this Alteration possesses the mighty gravity and mass of the baleen whales. She gains a bonus to her Size, which applies towards increasing health. Her weight also goes behind her hits too. For the first hit she commits in a scene on a character, she applies the Stunned Tilt.
Inspiration: Bowhead whale, Blue Whale, Orca Whale

Ice Walker
The Siren can comfortably walk on ice without much trouble. In regards to the Ice Tilt, the Siren doesn't halve her Speed nor does she take penalties due to ice. Instead, the Siren gains a bonus to all types of physical movement on Ice.
Inspiration: Penguin, Seal

Arctic Longevity
Beings in the arctic are known for living longer lives. Though a Siren's life is already long, she has extra protection. The Siren can halve the time it takes to heal all types of Damage. She also adds half of her Stamina as a bonus towards any rolls when suffering from sickness, including the Sick Tilt.

Inspiration: Arctic Sponges

Whale's Academia
Whales are intelligent creatures. They line up into formations to capture fish to eat, they gather to create waves to knock a seal off of it's icy perch. This alteration creates the same intuition in the Siren's brain. She gains a bonus to all rolls using Academics with this Alteration.
Inspiration: Whales

Killer Whale's Instinct
The Killer Whale is a highly social creature who has passed sophisticated hunting techniques to further generations. The Siren gains a knack for this, gaining a bonus to all Investigation rolls.
Inspiration: Orca Whales

Legend's Intuition
In the northern seas, there are~~is~~ a lot of cryptic or mystic findings that were usually mistaken animals. The Monk Fish that may have been an Angel Shark, the Selkies who cannot return without their seal skin, and this mysticism still pervades Polaria. Though the animals are purely mundane, a Siren can still pull from this. She gains a bonus to all Occult rolls.
Inspiration: Ribbon Seal

Freshwater Alterations

These Alterations are property of the Freshwater Sirens and the Water of Freshwater. These Alterations draw from the aquatic animals of all of the freshwater ponds and rivers of the world.

Anuran Breath
Out of all the creatures that crawled out of the water, one of the first important things they had to do was learn how to breathe. For Sirens with this Alteration, they touch a piece of that evolution in their Diluvian Forms. Sirens in Diluvian Form without water to breathe in are considered to

automatically gain their Stamina in successes on the roll to hold their breath, and when rolling their Stamina to gain further successes, it's considered as a rote action. If a Siren calls upon this Alteration while in Land form, she instead gains this benefit in regards to being underwater. On the Land Form, the Siren gains pseudo-gills on her neck.
Inspiration: Frog, Toad, Salamander, Lungf ~~F~~ish

Olfactory Boost
Life in rivers and lakes is often obscured by thick silt and clouds of dirt. Some fish compensate this with an incredible sense of smell, a trick that Sirens with this Alteration turn to new uses. The Siren gains a bonus towards Empathy rolls, able to detect minute variations in hormones. She also gains the same bonus to any attempt to pierce a disguise, provided she has interacted with the character before. Heavy perfumes or specialised hunting gear may reduce or cancel out the bonus.
Inspiration: Catfish, Sharks

Amphibious Legs
By learning to leave the water, the early amphibians opened the gateway to endless opportunity. A Siren with this Alteration is just as capable at leaving the water as she is at entering it. With this Alteration, the Siren may use her legs as normal in the Diluvian Form on land.
Inspiration: Pondskater, Duck, Frog

The Ancient Lizard Brain
It is said that all life originally began from water, and that ever since, they have been endlessly evolving ~~since then~~. Given this and Freshwater's relationship to Humanity, this gives them a greater edge to Technology than any other Siren can hope to achieve. A Siren with this Alteration gains a bonus to all Computers rolls.
Inspiration: Cod

Alpha Fish
Many kinds of fish can hold a social order or learn how to direct and/or deceive their fellows for another goal. Coincidentally, humanity isn't that different, and Sirens take from both worlds with this Alteration. The Siren gains a bonus to all Politics rolls.
Inspirations: Yellow amberjack, Betafish, Three-Spined Stickleback

Shipwrecked Sailor
Of all beings in the water, the Sirens are mythologically known for driving ships to their dooms and killing everyone aboard save them. What would it mean if they couldn't do this? The Siren gains a bonus to all Drive rolls.
Inspiration: Funayurei, Siren

Korrigan's Crime

Korrigans are mythical creatures known for their hatred of Christianity and criminals condemned to live on Earth indefinitely for their crimes. Similarly, it is the Freshwater Sirens who remain the closest to Humanity and their penchants for crime. The Siren gains a bonus to all Streetwise rolls.
Inspiration: Korrigans

Blessed Flesh
There are countless freshwater streams and rivers famed for their regenerative properties or association with renewal and purging of sins. People flock to Lourdes to be healed by it's blessed waters. A Siren with this ability finds that all water treats them as favourably. The Siren may halve the time rate it takes for all of her wounds to heal, unless they were Resistant Damage.
Inspiration: Axolotl, Newt, Zebrafish

Strong Swimmer
The fishes in the freshwater streams and lakes always find themselves under siege from the currents. Be it going against a current or swimming up a waterfall, only the strong survive and a Siren with this Alteration is strong indeed. In regards to rolls of swimming against a current or a strong force (such as wind), the Siren's rolls are considered to be rote.
Inspiration: Salmon

Gardenian Alterations

These Alterations are property of the Gardenians and the Water of Gardenia. These Alterations draw from the marine animals of all of the bayous, swamps and wetlands of the world.

Solar Sustenance
Gardenian Sirens are as verdant as the swamps they call home with their fins branching out as if they were fleshy leaves. As long as the majority of the Siren's body is exposed, she counts every two hours spent in sunlight as one meal. Thus, she can survive on six hours of sunlight a day.
Inspiration: Sea Slug, Coral

Jagged Maw

The Siren has a grin that turns stomachs and makes dentists flinch. Her mouth bristles with teeth that seem to almost creep out of her mouth. On a successful melee attack using her mouth, she can inflict her choice of the Arm Wrack or Leg Wrack tilt. This is compatible with the Weaponry Alteration.
Inspiration: Hippo, Crocodile, Piranha

Survival of the Fittest
What animals aren't good at surviving in the wilds? Nature has a routine, despite all of it's chaos, and all animals dance to this. The Siren gains a bonus to all Survival rolls.
Inspiration: Pick an animal. Any animal.

Circle of Life
All animals follow the food chain. The herbivores eat the grass, the carnivores eat the herbivores, and when the carnivores die, they feed the grass in turn. The Gardenians, the heralds of cycles, know how to interact with all beings of the food chain equally. The Siren gains symbology of animals at the top of the food chain. The Siren gains a bonus to all Animal Ken rolls.
Inspiration: Sharks

Rules of Nature
Most of the laws that humans follow aren't even those they made themselves. All humans, animals and plants follow the rules of nature equally, from the rules that state how their bodily processes work to how they interact with gravity. The Siren's arms become spindly, more intricate and delicate and capable of following great designs. The Siren may add half her Akashic Record to all Science rolls.
Inspiration: Diving Bell Spider, MG Ray

Graceful Movement
Almost all animals move with fluid grace, a lifetime of refinement over actions has helped them reach that state. A Siren can mimic this, gaining a bonus to all Athletics rolls.
Inspiration: Any fast swimming fish

Serpent's Tail
In the world's swamps and bayous, there are worse things to happen than a bite. A Siren with this Alteration is one of those things. Her fins merge into a long and sinuous tail, thick with muscle and capable of crushing with deadly force. She gains 9-Again to all Grapple rolls, and she may even attack using her arms due to her tail holding her enemy. The damage inflicted by grappling with only her tail is Lethal damage as well.
Inspiration: Anaconda, Crocodile

Swimmerets

The Sirens lower body gains dozens of small, paddle like legs. These legs lack the strength to attack, but a cunning Siren can find many uses for them. The Siren can perform the disarm move without first performing control weapon and can use the hold move while only halving her defence.
Inspiration: Crawfish, Shrimp, Lobster

Fetid Touch
The swamps and bayous that Gardenia calls from are verdant and full of life. However, not all of it is pleasant. Disease festers in the hot and humid swamps and with this Alteration a Siren can lay necrotic traps for her foes. The Siren can create a disease that is capable of afflicting living beings. She may make a number of doses of this disease equal to half of her Akashic Record in a Scene. She may spread the disease through vomiting, breathing, spitting or even touching or exchanging bodily fluids with a subject. The disease has a toxicity of half the Siren's Akashic Record and the target suffers damage once every half hour, with an equivalent penalty to the roll to resist. The target must succeed against two rolls to fully recover from the disease.
Inspirations: Hagfish, Eel

Tropicana Alterations

These Alterations are normally property of Tropican Sirens and the Water of Tropicana. These Alterations draw from the marine animals of the tropical waters and the Pacific Oceans.

Vibrant Body
All animals of the ring of fire are bright and beautiful, and how are the Tropicans any different? The Siren's body grows to be more colorful all over; even her hair could be a rainbow if designed as such. The Siren gains a bonus to all Expression rolls.
Inspirations: Mandarinfish, Rainbow Parrot Fish, Mantis Shrimp

Grottobuilder

Though fish are possibly the most ill equipped for creating things, they still have ways of ~~to~~ crafting things like homes or places to hide their things. The Siren gains a bonus to all Crafts rolls.
Inspiration: Sticklebacks, Gourami, Armored Catfish

Undersea Arsenal
Some fish have different ways of using their natural weapons. Swordfish know how to impale fish upon their noses, Sawfish use theirs to dig up fishes on the seafloor before cutting them apart. The Siren gains a bonus to all Weaponry Rolls.
Inspirations: Swordfish, Sawfish

Seeking the Adaro
In the mythology of the Solomon Islands, the Adaro was said to be born of the wicked half of the soul, which remains as a ghost and kills unwary fishermen. A Siren with this alteration is able to seek about the Adaro within other people's souls. The Siren gains a bonus to all Empathy rolls.
Inspiration: Adaro

Tentacles
The Siren's tail splits into eight tentacles, complete with suckers that even appear on her normal hands and maneuverability that the octopi make use of. The Siren's tentacles grant her rote quality to all Grapple rolls, climbing rolls, or any roll that involves holding onto something with her tentacles. Due to their boneless structure, her tentacles are capable of moving through any crack or hole where a Siren's finger can slip into. Finally, if the Siren is on land, she may move up to double her Strength dots in speed.
Inspirations: Octopus, Squids

Poison Immunity
Not all fish are vulnerable to poisons. The clownfish make their home in the middle of the poisonous anemone without fear of their poisons or being eaten. The Siren gains a bonus to all rolls to resist poisons of all kinds (save pollutants).
Inspiration: Clownfish

Shell Shield
Some animals have better protection than others, such as Sea Turtles and their shells. A Siren may imitate this, their body growing out a shell over their back that covers their from sides as well. The Siren armor automatically defends against bashing damage, only lethal or higher will affect her. This Alteration does stack with the Natural Armor Alteration.
Inspiration: Sea Turtles

Brilliant Bone Blades

Then again, other animals have better natural weaponry than others, such as the Swordfish and Sawfish's noses made of bone. The Siren's appendage grows out a slender, retractable blade of bone. This weapon deals an amount of damage equal to half her Akashic Record, rounded up and she may use it for Physical Merits that use weaponry or fighting styles that call for a sword. Furthermore, being a part of her very body, this Alteration cannot be disarmed from her.
Inspirations: Swordfish, Sawfish, Sharks, Kars

Mollusk's Beak
The Siren has a sharp beak for a mouth that can dislocate or perhaps sharp pincers elsewhere on her body. As a full round action she can make a Killing Blow on an object, subtracting the greater of her Strength or half Akashic Record from the Durability of the object. The Siren is denied her Defense when piercing Durability.
Inspiration: Octopi, Squids

Vaporian Alterations

These Alterations are normally property of Vaporian Sirens and the Water of Vaporia. These Alterations draw from amongst the weirdest marine animals to swim the seas.

Subterfuge of the Electric Eel
The way predators choose their prey is almost exactly like a bully at a playground. The bully will want to pick on something small and seemingly insignificant, not something that looks like it could stand up to it. It's possible to fool them by sending the signals that you're not to be messed with, which is exactly what the electric eel does. Sirens with this Alteration may do the same, giving different signals that point in favor of the image the Siren is trying to show and also slightly being static charged herself. The Siren gains a bonus to all Subterfuge rolls.
Inspiration: Electric Eel

Aquatic Hierarchy
No matter where you look, all beings in the natural world follow a social hierarchy. With time, anyone can become integrated with them and figure how they work. The Siren gains a bonus to all Socialize rolls.
Inspiration: Nature in general

Electrosensory System
One of the few things common to ocean life is the use of electroreception, the ability to perceive through natural electrical stimuli. The most common instance however is when predators use this ability to perceive their prey hiding behind or amongst things, so they may steal them away for their meal. The Siren with this alteration does the same, using electroreception to help her see or get through barriers for her goal and with grooves forming about her body being the mark of this alteration. The Siren gains a bonus to all Larceny rolls.
Inspiration: Marine Life in general.

Poster Colors
Appearances both matter and deceive, this holds especially true in the natural world. The color of an animal can tell if it's poisonous, what sex, status or level of maturity it has. The colors of a Siren may yet shift and blend, lining up to show her targets she's trustable. The Siren gains a bonus to all Persuasion rolls.
Inspiration: Nature in general.

Flying Flippers
The Siren's tail gains two great flippers on each side, both appearing like wings underwater. These flippers make broad strokes and don't add anything to the Diluvian Form underwater, their real power comes from when the Siren tries to jump out from underneath the water's surface. Any jumping roll that the character does when cresting out of the water gains the Rote Quality. Furthermore, the Siren gains a bonus as a bonus to jumping rolls involving the flippers.
Inspiration: Flying Fish

Electropulsation
Though many marine animals make use of electrosensory systems, a few can actively harness their systems to actually shock their prey. If the Siren has her target in a grapple, then as an instant action she may spend a point of Pneuma to inflict the Stunned Tilt on her target for Half Akashic Record, rounded up, turns.
Inspiration: Electric Eels, Electric Rays, Electric Catfishes, Stargazers

Unclouded Sight
The Siren's sight is never hindered by fog, rain or even thrashing snow. The Siren's eyes gain a second layer with this Alteration, being as if the Siren has natural goggles on her face. The Siren

may lower penalties incurred to vision by half of her Akashic Record, rounded up, to a minimum of zero.

Natural Sonar
Most animals are capable of viewing their surroundings by making use of Sonar, the ability to locate things through sound. The Siren who holds this Alteration have their lower jaw elongated and with tougher bone within it. The Siren may use this Alteration to increase her Sensory Radius on the Amour Chart, thus being able to use Verses on beings the Siren wouldn't normally be able to sense.
Inspiration: Toothed Whales

Two-Faced Lover
Out of all the weirdest traits to arise in biological features, one of them is the ability to biologically change genders. Out of all the animals that display this feature, it's the marine life that display this feature the most. The change is obvious within the Siren, for when she activates this Alteration, she becomes the opposite gender for the duration of its activation.
Inspiration: Clownfish, Wrasses, Moray Eels, Gobies.

Discordian Alterations

These Alterations are normally property of Discordian Sirens and the Water of Discordia. These Alterations draw from amongst the most vicious of marine animals to swim the seas.

Cold, Dead Hands
As a common saying goes, "you may take this from me from my cold dead hands". However, the very same hands, frozen over and filled with rigor mortis make for quite perfect weapons to claw and fight with. The Siren's hands grow in size, gaining more killing power and looking like she attached a whale's flipper to her hands instead. The Siren gains a bonus to all Brawl rolls.
Inspiration: Sea Otter, Whale

Predator's Visage
Almost all sea creatures can be terrifying to those who've never dealt with them or seen them before. Afterall, the largest amount of ocean area that humanity is aware of is only 10% of the area on Earth. The Siren gains a bonus to all Intimidation rolls.

Inspiration: Barracuda, Sharks

Underwater Archery
Nature is filled with all kinds of strange mechanisms that animals use for their own survival. Such as spitting blood from their eyes, shooting out harpoon-like tendrils to hurt their prey or predators, or even just jetting water to be able to move. The Siren gains a bonus to all Firearms rolls.
Inspirations: Textile Shell Snail, Pistol Shrimp

Holistic Healing
The Waters of Discordia is known for being the water most plagued by violence, and one truth that exists within it is that the survivors pass on the best techniques for survival. One of these techniques is the ability to gauge the wounds upon prey, or to help themselves heal naturally. The Siren gains a bonus to all Medicine rolls.

Countershading
Sometimes, the best way for a Siren to follow her target is from the weirdest of angles. Be it from above where light streams down or below where she hides amongst the darkness. Whatever the case, she's practically invisible to her quarry save from the sides, her back being darkness while her front is light. If the Siren is Shadowing someone else, once per scene she may choose to reroll a failed roll on her end. The second roll is the result that's kept.
Inspiration: Sharks

Shark's Skin
The Siren's skin becomes serrated, harder to hold than sandpaper and more painful to rub in. The Siren may add half of her Akashic Record, rounded up, to Grapple rolls where she's harming the target or to rolls where she's attempting to escape a grapple. Upon buying this Alteration or gaining more of a bonus to this, the Siren must decide whether to split up her bonus to go to either the rolls to harm a grappled opponent or rolls to escape a grapple, or to apply them all to one of the rolls.
Inspiration: Sharks

Anglerfish's Lure
The light atop an Anglerfish's antenna, found on the forehead of the animal, is used as a guiding beacon within the darkness to lead the way. Few pieces of prey find that it leads to their doom before they're crushed in the Anglerfish's jaws. If the Siren is being followed by someone else, by any means, she may optionally choose to fail these rolls. For each roll failed, the Siren gets an equivalent bonus on an equivalent number of rolls when the Siren decides to strike back at the target, by any means.
Inspiration: Anglerfish

Hippocampus's Pride
The most dissonant of the waters, Discordia houses degradations toward Civilization and Nature alike, reverting both to their primal natures. The Sirens of Discordia may, at a time, prove themselves above this chaos by neglecting one half of the chaos when they revel in the other. At any time, if the Siren commits a Dissonance of Stability against Civilization or Nature, the Siren may spend a Willpower Dot and choose to negate the roll. Assume she automatically succeeds this roll. The Siren may continue to spend dots of Willpower to ignore Dissonances of Stability against the chosen half.

The price of this Alteration is that should the Siren commit a Dissonance of Stability on the half she had not chosen, she instead automatically fails this roll and a further number of rolls equal to the number of times she had ignored rolls to Dissonance.
Inspiration: Hippocampus

Dolphin's Perversion
How is it that as animals, dolphins are commonly one of the most beloved in media or signs, and yet they are really one of the most depraved amongst the animals in the seas? They rip off the heads of other fishes to masterbate with them, they get high from pufferfish, they rape their own species and drag down other beings to harm the same ways. The Siren may match their level in perversion in both body and mind. When the Siren is in Social Maneuvering against someone else, she may use Hard Leverage without the drawbacks of failure or lowered Impression. The drawback of such a useful Alteration is that it only works a single time on each individual person.
Inspiration: Dolphins
ÿyy
The Living Fossil Coelacanth
The Siren's skin becomes old and antiquated, becoming easier to overlook and faster to fade within the background. Like the Coelacanth, she's prone to disappearing and reappearing according to her importance. In all cases, the Siren counts as one level lower on the Amour Chart when she bears this Alteration, becoming harder to affect with Verses or any supernatural powers that make use of a chart like the Amour chart.
Inspiration: Coelacanth

Overture to Verses

"Let us go singing as far as we go; the road will be less tedious."
-Publius Vergilius Maro, the Divine Comedy

Sirens have been fabled to have power in their voice, hypnotizing people to their dooms or calling forth disasters with nothing but a melody. Just as one uses their voice to speak for them and socialize with people, a Siren uses the Song within to beckon reality to act with nothing more than a Verse. Should she be persuasive enough, it acquiesces.

Using and Structuring Verses

Unlike with Alterations, using a Verse isn't an act one can do unintentionally. To invoke a Verse is to intentionally try and call an effect on someone or something through the Song. A Siren may bless or curse, create or destroy, calm or disturb, be as subtle as a sweet nothing or as obvious as a natural disaster at her whims. But regardless, a Siren calls forth what she desires, and thus is entirely responsible for what she does with her Verses.

When invoking a Verse, a Siren must create a performance that is in tune with the Verse she wishes to use. Any Siren could convey this through outright singing it, but many (it's almost required really) are more creative than that. A Siren who wishes to protect her Relationship could give a watch as a token of their love to them, and when they're in trouble the Relationship finds themselves shielded by the watch now contorted into impossibly wide metal. Another Siren, cornered by hunters could declare that their own guns will fail them. As the hunters laugh, their guns misfire and some even explode in their hands.

To call upon a Verse is to call upon the Song however. Lest a Siren tries to be discreet, using a Verse in the presence of mortals invites Refraction. It also means they're almost always powered by the snippets of the Song and human souls known as Pneuma.

Finally, using a Verse isn't as simple as a mundane performance or expenditure of Pneuma. Afterall, what is power without knowing how it works and who it affects? When using a Verse, a Siren strings together three concepts: an Introduction that chooses who she targets and the Verse's duration, the Opuses that dictate what she uses to affect the target, and the Conclusion which is how she uses the Opuses to affect the target.

For example, the Sentient Introduction can be used to target beings that can move and have processes necessary to exist. The Blood Opus can affect that which keeps beings functioning and alive, be it the actual blood in living beings or the conceptual blood between them, like emotions people own towards something or the money an employer gives to an employee. The Destroy Conclusion can be used to affect or destroy things. Alone, these three words affect nothing. But when strung together, Sentient-Blood-Destroy, the Siren holds the power to kill people, to sever relationships and to destroy an employee's paycheck.

Learning Verses and their Components

Learning a Verse is about as easy and hard as learning a specific subject at school or college is. There is most likely one a Siren is already good at or understands well as a concept, can benefit or learn more with a good degree of practice and experimentation, and is usually best done with someone else teaching a Siren.

For Introductions, a Siren sometimes best learns how to use one by how she relates to other people. When trouble occurs with a nation, does she blame the entirety or only the specific people in power? When a machine breaks, does she want to fix the parts or does the whole thing need to be scrapped and rebuilt? A Siren who knows how to differentiate between a society and a single person, or a structure from an object may be able to learn the Introductions with ease.

For Opuses, a Siren needs to be able to understand every connotation an Opus has, knowing it's very nature both physically and conceptually. When a Siren has full understanding, she may be

able to achieve the Opus for herself. All Sirens by default have affinity to at least six Opuses from the get go: those pertaining to Sirens as a whole and those pertaining to their Water.

For Conclusions, a Siren must be able to understand how the concepts a Conclusion carries interacts with the world. The power to Destroy doesn't have to simply be about hurting people and killing minds, it can also be used to purge someone of disease by destroying the disease outright. In these circumstances, Sirens benefit from being part of a Current for she is part of a social order that resonates greatly and places more importance on a certain Conclusion above the others.

Performing a Verse

The Song wasn't only created by the dying screams, pleading and hope of humanity. It also contains the sounds of baying animals, the sounds of fists slamming in direct defiance of the end. The hands held up in prayer, the eyes filled with regret turned to the past, the communication of a world giving its last breath, going back to try and give it to its previous form to revive it. The Song isn't just sound, it was formed by the communication of the intent of "We will not die". Such a powerful sentiment gives form to the Song, and as such performing gives great power to the Sirens.

Whenever a Siren uses a Verse, she must take into account ~~of~~ how she performs it. As stated above, a Performance is something meant to communicate the intent of the Verse to the recipient of it. A Siren could make a song for her beloved, put up a sign saying certain people aren't allowed at a place, give a threat or paint up graffiti saying a specific thing against the target (or on their house). However long it takes for her to do a Performance, that is the type of action it takes to make the Verse.

Actions:

- **Instant:** Performing the Verse takes only one turn to do. Usually enough to state intentions, giving something planned or doing an action that takes a turn to use it.
- **Reflexive:** Performing the Verse doesn't take up the Siren's action for the turn. Enough to say something quickly or taking an action to do it.
- **Extended:** Performing a Verse takes at least more than one turn up to however long a Siren wishes to continue Performing. A Siren could throw a concert, make a show, do intricate graffiti around an area, anything that helps the Verse. The time between rolls is tied to how the Siren performs the Verse, or how long it would take to normally complete the performance if it were a mundane action. The threshold is equal to the Siren's Akashic Record, though the Siren may choose to roll further to add on additional effects.

  ...And Contested: Some Verses can be contested depending on what the Siren is acting towards or the Conclusions she uses. If a Siren is using a Verse that directly goes against

a being, or a supernatural power is fighting against the Siren's Verse, the roll becomes contested between the Siren's Verse dicepool and the Target's pool. The one who gets the most successes wins in the end.

...And Resisted: The intended target of the Verse, possibly of a different supernatural species than a Siren is, is actively resisting her attempts of Performance. Subtract a fitting trait from the Siren's Performance dicepool.

It should be noted that the more a Siren Performs, the easier the Verse comes and lessens the impact of Refraction. The more hasty and quick a Siren performs, the more the Song overworks to compensate and as such, the threat of Refraction rises. When a Siren Performs, make note of the dicepool she used to perform. She may use any combination of Attributes or Skills, so long as at least one of them is a Social Attribute or Skill. A Siren may spend Pneuma to boost her Social Attributes to aid a Performance. If the Siren also enacts a meaning or a concept associated with the intended Verse's Opuses and/or Conclusion, add a +1 Bonus to the Performance for each Opus and Conclusion represented.

Performance Action	**Effect**
Reflexive	The Siren skips rolling for the Performance. She must add her Conclusion dots to act as successes when it comes to determining Duration of the Verse, but this subtracts the Conclusion from the Diceroll for the Verse's effects. If she rolls for Refraction, include a penalty equal to the used Conclusion's dots.
Instant	The Siren rolls as per normal for her Performance. The successes she got for her Performance determine the Duration of the Verse alongside the Introduction used. If she rolls for Refraction, roll as normal.
Extended	The Siren's Performance takes time, engraining itself into her targets. She may build up her successes to make her Verses remain longer in Duration. She may not need to roll for Refraction if her supernatural nature in the Verse isn't apparent, but if she does, halve the penalty present.

Furthermore, the Siren's Performance also affects how long the Verse will be active, it's duration. This is gauged by the Introduction used in the Verse, and as such will be noted underneath Introductions.

Deaf to all but the Song?

Despite the fact~~or~~ that Verses face mystical limitations, they can also suffer physical ones as well. First off is: if a Siren wishes to perform a Verse, she must at least be capable of using communication to some extent. It's possible to cripple Sirens by simply gagging them or preventing them from being able to communicate through any mediums. A Siren may be made incapable of doing a Verse if she doesn't know how to communicate a certain way.

Unless the Siren's Performance covers a wide area, or was done from afar (like over email or telephone), the Verse probably won't take effect. Furthermore, performances that use sound isn't subject to recording or attempts to encode it in mundane means. Any attempt to do so simply makes the recording play out white noise or static. Microphones and stereos similarly fail to function. If the Siren wishes to affect someone over a distance, the Siren must use the Amour Modifier if she wishes to do so.

One last function of Verses is how, as manifestations of the Song, they transcend mundane communication. If the Siren tries to Perform to someone in a way they don't understand, like speaking a language they don't understand or talking to a deaf person, they will be able to fully understand the Performance the way the Siren meant it to be taken. This does mean that deaf people can "hear" Verses being used, or it may cause people to be in awe of understanding a language they might've never known before. As such, feel free to roll for Refraction if a Siren Performs a Verse. Furthermore, this phenomenon is commonly known to Sirens and some of their enemies.

The Verse

Once the Performance for a Verse is done, a Siren may then get to using a Verse proper. Using a Verse is relatively simple, the Siren chooses her Introduction, Opus(es) and Conclusion she wishes to use. A Siren may of course plan out what Verses she wants to use in advance, and base her Performance around it.

While Verses are highly versatile and can do anything with the right words, the Siren still requires the correct words she desires to use for her effects. She needs an Introduction to choose who, whom or what she's targeting, the Opus(es) to act as a catalyst for the effect and the Conclusion (and concurrent knowledge she has in a Conclusion) to dictate how much she can affect and how well she can affect with the Verse as a whole.

A Capella Verses

The default way most Sirens use their Verses is by A Capella, otherwise known as rolling their Akashic Record + Conclusion dots to determine the effects of their Verse. She may freely determine what Opuses she uses and what powers of a Conclusion she uses. A Siren is free to use more than one Opus and Conclusion level of power. But for doing a Verse A Capella, a Siren must pay one Pneuma alongside any other Pneuma costs, and must pay further Pneuma for each way she uses an Opus or Conclusion level power in that single verse. One Pneuma per use of an Opus beyond the first, and per use of a Conclusion level power at a different level or the same (if the same level has more than one power available).

Most of the effects are down in the Conclusions section. If the Siren Performed the Verse as a Reflexive action, then she doesn't add her Conclusion dots to the Akashic Record + Conclusion roll.

Stanzas

Some Sirens use certain methods of performance towards a specific Verse, much like how a musician tries to take care of and master their instruments. These types of Verses are known to Sirens as Stanzas, refining their Performances to the Verse itself. Most Sirens gain Stanzas by paying experience to learn one, or to codify a Verse they know as one. Stanzas are both more limited, and yet more powerful than A Capella Verses.

All Stanzas have these things in common. First, the roll to invoke a Stanza is the same as the roll used to Perform it, but with the Conclusion dots added to the pool. A Stanza has only one way to perform it to offset this. Second, Stanzas subdue the nature of the Song with the Performance. So long as the Performance was successful, the Siren never has to check for Refraction when she uses a Stanza.

A Siren may learn a Stanza from someone else who created one, or she may seek to create a Stanza herself. Either way, the Siren must spend up to one experience per Conclusion dot used + 1 Experience per Opus used in the Stanza. As well, a Stanza's Dicepool is Attribute + Skill + Conclusion.

Concerto Grosso

Like a chorus, a group of Sirens may attune their Verses together to create one greater effect, so long as they're all using the same Introduction, Conclusion and Opuses. This is what Sirens call a Concerto Grosso, where a group of Sirens work together on a Verse as a Teamwork action. Only the primary Siren spends Pneuma to activate the Verse. Secondary actors may spend Willpower to add to their rolls as normal.

Clash of Wills

Two Sirens (or anyone with magic) who try to affect the same thing at the same time can make a Clash of Wills occur. This can be a Lethean trying to control humans to buy their product whereas a Styxian is trying to make them all fall into a murderous frenzy or a Coral trying to appease a person of power while a Coelcanth is trying to break his mind.

When a Clash of Wills occurs, take the Dicepools listed below and use them as a contested roll. The winning party's power takes effect. Either party in the Clash of Wills may spend Willpower if they're aware of their power being contested.

- **Sirens (including Banshees):** Akashic Record + Conclusion in Verse.
- **Furies and Quagmires:** Resentment + Spite
- **Survivors or a Mortal (with a Trinket):** Trinket's Conclusion level + Half Integrity (rounded down)
- **Flenser (with Cybernetic):** Cybernetic's Level + Half Integrity (rounded down)

Singing Under Siege and Struggle

If a Siren wishes to use a Verse in combat, then her Performances may be limited to either being instant actions, or the Siren may need to make her Verses as a Reflexive action. A Siren who is trying to do a Performance or use a Verse may still apply their Defense against their attackers, but they cannot do another combat roll until the Performance or Verse is completed/abandoned.

If a Siren is Grappled, then she cannot use any kind of performances that use movement unless it involves reacting against the aggressor. If the Siren's performance requires a show of force, then she can use it as a Performance. She otherwise cannot use Extended Performances while grappled.

Amour Modifier

Sometimes, a Verse's intended recipient is just out of reach of the Siren when she tries to enact her Verse. However, Sirens are beings of emotional connection, and they may concentrate their Verses through that connection to those they care for. This emotional connection is measured through Amour, which can modify a Verse roll.

Penalty	**Strength of Emotional Connection**
0	Sensory: You can detect the target through one of the five senses directly.

-2	Passionate: Your target is one of your Relationships, or someone or something you've cared for a long time. This can also cover things greatly hated too.
-4	Partiality: You know of the target well, or the target is something you own and love or hate.
-6	Concerned: You know of the target slightly, enough to have a positive or negative opinion of the target or the target is an object that is typically used.
-8	Acquainted: You briefly met the target or held the object.
-10	Few Feelings: You only have a description of the target.

To affect a Target, a Siren doesn't need to use her own Amour. She can use the passion of another person by touching them for the use of a Verse. Increase the Amour modifier by one step if performed this way (so if targeting someone the person is Passionate about, it would be moved to Partiality for the Siren). A Siren may use the connection between a person and their treasured object, but this increases the modifier by two steps.

Refraction can still be invoked through using Amour on a Verse. If it should be invoked, then instead of seeing part of the Siren's true nature, they instead hear the Siren's voice. If they get an exceptional success on the Refraction roll, then they're automatically aware that the Siren is somehow behind whatever happened.

The Steps In Rolling Out A Verse

1. Roll out the Performance for the Verse, rolling any attribute and skill so long as one of them is a Social Trait. Depending on how long the Performance takes, it may affect the Verse's dicepool, the possibility of refraction, as well as how long the duration of the Verse is as gauged by the Verse's used Introduction.
2. Roll out the Verse proper, using Akashic Record + Conclusion, or Attribute + Skill + Conclusion if using a Stanza. If the Siren did their Performance reflexively, omit the Conclusion and roll as normal.
3. A Verse's effects are almost always instantaneous upon Success, causing whatever the Siren wished to cause within her targets. Sometimes a Verse can create a condition, which has set modifiers to rolls or conditions to end, or the effects let her travel from shadow to shadow in an instant. But what about powers that grant a bonus, penalty, or

create an Environmental Level or causes damage? The Siren's successes become the bonus, penalty, damage inflicted or healed. If a Siren's Verse would result in creating something through which has additional effects, like creating a Blizzard and the Extreme Cold tilt as well as Environmental Level of weather, the Siren may choose how to allocate her successes across the various things. As in all things, Storyteller's discretion is advised.

4. Finally, if the Verse is noticably supernatural or the Siren performed it reflexively, she must roll for Refraction.

Words of Power

There are three kinds of words a Siren must string together to make a Verse. Below are the sections explaining possible Introductions, Opuses and Conclusions.

Introductions

The "Introduction" is a declaration of what the Siren is affecting, a person, place or thing. It's also the deciding factor for how long a Verse lasts in Duration alongside the Performance. When a Siren Performs (or uses her Conclusion dots in the Verse in place of the Performance), take note of how many successes they receive. Depending on the Introduction used, it impacts their total Duration. A Siren is free to dictate that their Verse lasts less than it does as listed on the table below.

Duration of the Verse							
	Successes Gained in Performance or Dot Level of Conclusion						
Introduction Used	**1**	**2**	**3**	**4**	**5**	**6**	**7+**
Society	1 Turn	1 Scene	1 Hour	1 Day	1 Week	2 Weeks	1 Month
Location	1 Scene	1 Hour	1 Day	1 Week	2 Weeks	1 Month	1 Year
Sentient	1 Hour	1 Day	1 Week	2 Weeks	1 Month	1 Year	Indefinite
Insensate	1 Day	1 Week	2 Weeks	1 Month	1 Year	Indefinite	-

Sentient

The "Sentient" Introduction targets beings with sentience, the ability to perceive and feel, which includes all living (or thinking in the case of Vampires or Prometheans) things. Targeting a human, animal, plant, insect, another Siren or supernatural being falls underneath the Sentient Introduction's purview. A Siren is free to use this Introduction to target herself as well.

Insensate

Where the Sentient Introduction targets all sentient beings, the "Insens~~ate"~~ Introduction ~~Conclusion~~ targets inanimate objects or inanimate beings. Parts of buildings (like a wall or ceiling), inanimate objects, things with moving parts but that aren't necessarily alive, the elements of nature and laws of physics may count for the Insensate Introduction.

Location

The Location Introduction targets an area of effect that the Siren wishes to use her Verses upon. The Location Introduction can be used on anything at the size of a small room and move up to the size of a Skyscraper. But places can change with time, and if a location the Verse is targeting is changed to the point of being unrecognizable as it was when the Verse was first used, the verse automatically ends.

The ability to affect a large place comes at a price. Performing this Introduction as an instant action bears penalties according to the size of the place. If done as an extended action, then the Verse requires a larger threshold to affect the area.

Size Affected	**Instant Penalty**	**Extended Threshold**
Small Apartment or Clearing	No Penalty	+1
Large Apartment or Family Home	-2	+2
Warehouse, Church or Large Home	-4	+3
Mansion, Apartment Complex, a neighborhood	-6	+4
Sprawling estate, a collection of neighborhoods	-8	+5
A City	-10	+6

Society

The Society Introduction is like a mix of the Sentient and Location Introductions. Like the Location Introduction, it can affect a number of things within a set boundary. Like the Sentient Introduction, it can only ever affect sentient. The mixing of these two Introductions brings us the Society Introduction; the Introduction that affects a group of sentients selected by the Siren.

Like the Location Introduction, using the Society Introduction bears a price for the larger a group affected. Extended rolls require higher thresholds to use, and Instant rolls bring a higher penalty with their use.

Number of People Affected	**Instant Penalty**	**Extended Action Threshold**
Small Group	-3	+2
Large Group	-6	+3
Small Town Population	-9	+4
Large Town Population	-12	+5
Capital City Population	-15	+6

Opuses

The Opus is what the Conclusion manipulates or affects within the stated target as per the Introduction. Each Water has their favored Opuses which may be taken at character creation, but all of them can be bought with experience. A Siren may also buy Stanzas that use their Water's favored Opuses at a reduced rate.

All Opuses also have a Conceptual and Physical meaning. Conceptual meaning is where an Opus may be used in an abstract manner according to contexts or alternate meanings that are attached to the Opus. A Physical meaning is where an Opus may be used as a physical object or in a physical manner.

No matter the case, when an Opus is being used in a Verse, it needs to be used in a sense where it's contextually appropriate for what the Siren wants to do with it. For example, if she desires~~d~~ to keep a book safe from fire, "Freeze" and "Water" Opuses are appropriate alongside the Protect Conclusion. On the other hand, "Temper", "Beauty", "Chaos", or any other Opus would be inappropriate.

A Siren may use more than one Opus in a Verse if she desires to achieve a specific effect. For example, a Siren wielding Location-Weather-Invoke could only call up clouds. By adding the

"Water" Opus into the Verse, she could summon rain upon the location. However, a Siren may only add as many Opuses into one Verse equal to her Akashic Record.

The Opuses of Beauty, Sound, and Water are considered to be favored to all Sirens.

Animal
Animals are of the non-sapient denizens of the natural and civilized worlds alike, that are chained by the cycles of nature and the concept of an eternal now.
Physically: All animals and insects regardless of species and within the Domain Eukaryota.
Conceptually: The manipulation of Subconscious impulses and urges. The lowering of, or release from human made morality or integrity. The adoption of animalistic social norms.

Beauty
Beauty is something that anyone can see and yet everyone wants. Be it the Beauty of Striking Looks or the merits of being able to do things one normally can't.
Physically: Anything that is generally accepted to be beautiful, having merit or value in the world, such as Striking Looks, any appreciable Attributes or Skills in a situation.
Conceptually: Affecting one's perception of what is beautiful, or one's attraction to ideas and concepts above or below all else.

Blood
Blood is the waters of life that all beings spring from and helps keep us alive. It is the blood in the veins of humans and animals, the chlorophyll found in the leaves of plants, the food that sustains both, the feelings in a relationship, the money that rises corporations.
Physically: The Blood within living things, as well as food that keeps people alive. This can range from any food palatable by a human, animal or plants to nutrients required.
Conceptually: The "lifeblood" that keeps non-physical concepts alive. The emotions in any sort of relationship (be it based on love or hate), the money that helps a business afloat, the support in a political platform, and anything else that is

Chaos
Chaos is the breakdown of all orders physical, mental and conceptual, as well as the random probability that leads to disarray.
Physically: Affecting structures, such as buildings, machines, organs, systems and leading them to break down or affecting their weakest points. Affecting random probability or the least likeliest principles in a structure.
Conceptually: Breaking down concepts, ideas, memories and integrity.

Darkness
Darkness is the touch of shadow within light, the shroud of the night that cloaks both things, secrets and that blankets oneself, and the void within the mind and souls.

Physically: All kinds of shadows and darkness, be it the darkness of night or found in the depths of the sea that no light reaches. Can also be used to induce the peacefulness of being at one's home or of sleep.
Conceptually: Affecting things seen as dark, such as the loss of integrity, negative emotions or the corruption of one's soul or mind. Affecting the secrecy of something, be it to hide objects, ideas or people well or to expose them.

Death
The fundamental rule of Life is that all things eventually come to Death. All structures eventually face destruction, all lives meet their end, all memories are eventually forgotten. Death also touches stranger beings that refuse eternal peace, and the dreary realm they call home.
Physically: The destruction of a complete being or specific parts within a being or structure. Affecting the states of Twilight, Ghosts, Undead beings and realms connected to any.
Conceptually: The end of all concepts, emotions and life.

Deluge
The Deluge is what gave rise to the Sirens. It's what gave birth to the Song and the dismal future the Celestial Ocean appears as.
Physically: Affecting the aspects of Sirens such as the Diluvian Form, Alterations, or changing them. Causing aspects of the Celestial Ocean to manifest in reality, or affecting the states of Survivors or Breathless.
Conceptually: Causing concepts pertaining to Waters in the Celestial Ocean to manifest within targets. Affecting Verses or things touched by the Song.

Dream
Dreams are the illusions created by the mind, be it mirages in reality, the daydreams one has in boredom or the windows to other worlds found in sleep.
Physically: Creating mirages, illusions or messing with the states of such.
Conceptually: Creating artful depictions or scenery within one's own mind. Affecting with the states of Goetia and Astral Space.

Earth
The Earth is the soil beneath our feet, the stones that make up the foundations of civilization and nature as well as the concepts of order and stability.
Physically: Affects all types of soil, rock and gemstones, both naturally and artifically created.
Conceptually: All concepts of order and stability within ideas, between people or organizations.

Fate
Fate is both the mother of possibility and the father of the ineluctable. It can cause or affect probability of actions, their chances of success, or make it to an action is fated or a being suffers consequences for breaking their words.

Physically: Can affect the law of casualty, manipulating the probability of actions, cause and effect. It can also affect Changelings, the Hedge, and anything associated with them.
Conceptually: The connections between people, objects, places and/or organizations. Manifesting ideas of destiny, as well as binding people to oaths.

Freeze
That which moves can be frozen. Freeze can affect all things that can slow down to the point of stopping or cold things of the physical world.
Physically: Affecting things by causing them to slow down or stop. When combined with other opuses, can deal with making the Opus stop moving or creating something new (such as Water and Freeze creating Ice).
Conceptually: Affecting ideas and memories by stopping them from coming forth or continuing, or by holding them in place.

Growth
Growth is what all living beings face in the long cycle of life. Plants are the exemplars of this opus and its physical manifestations.
Physically: All plants, fungi, and beings present in Domain Archaea and Bacteria.
Conceptually: Affecting the process of growth, such as making things grow up in an accelerated span of time or making people achieve results faster.

Human
Humans are the inhabitants of civilization, the scholars who've codified and learned the laws of the world and the mortals untouched and ignorant of the supernatural.
Physically: Affecting humans, or causing supernatural phenomena or beings to appear human or bringing them back down to a physically human level.
Conceptually: Introducing sapience to non-sapient beings, or aiding to connect to the social norms of human cultures and morality.

Light
Light is what brightened the endless void after the Big Bang, what allows people to percieve the world and what exposes things for what they are.
Physically: Affecting all kinds of light, natural and artificial.
Conceptually: The act of exposing something, such as making someone realize an idea, memory, emotion, or something else. Bringing to light positive emotions, the good within people and integrity.

Lightning
Lightning is the light humanity has captured through technology to serve their purposes, as well as the element of enlightenment and madness.

Physically: Affecting lightning and electricity from any source.
Conceptually: Affecting revelations, enlightenment or madness within people.

Metal
Metal is the riches found in the earth's crust that man has turned to Civilization's foundations for buildings, jewelry and constructs for war.
Physically: Affecting all kinds of metals.
Conceptually: Making circumstances and events more resilient to change, even to the point of sterility.

Passion
Passion is the grand motivator for all actions and emotions.
Physically: Affecting or bringing about states of extreme magnitude, such as making one more likely to act or making a thing more likely to occur.
Conceptually: Affecting all emotions or the properties of auras.

Pressure
Pressure is a constant factor of life, be it the pressures of biological functions, social structures or the laws of nature that threaten to rip oneself apart.
Physically: Affecting physical forces that exert themselves upon objects, which can include friction, gravity, falling velocity.
Conceptually: Affecting persuasion or coercion, making an idea or emotion be forced to the surface. -

Sound
Sound is the way of communication between states of existence, and the medium through which the Song dances.
Physically: Affecting all kinds of natural or unnatural sounds and noise, or attempts at communication. Affecting a performance.
Conceptually: Affecting how a target tries to convey their intent, or to bring notice to something else.

Spirit
Spirit is a part of the world that none but the most animist of souls can envision, where everything that exists has a beat and tune. Spirit also encompasses both the silent yet active denizens of the Shadow as well as the Shadow proper.
Physically: Affecting states of Twilight, sculpting ephemera, or dealing with Spirits and their associated Conditions and Manifestations. Can affect Werewolves to an extent as well.
Conceptually: Affecting the appropriate mood in a situation.

Taint

Taint is the corruption of an existence, making it impure and it's existence not fully whole.
Physically: Affects all kinds of changes that makes an object start to become fundamentally different without necessarily destroying it, such as rust on steel, corruption of computer files or the corruption of a Verse. Can also affect phenomena dealing with the Abyss, or with Darkness the creatures of the Outer Dark.
Conceptually: The corruption of ideas, memories and emotions into something else. The corruption of Stability, Integrity or any equivalents.

Technology
Technology covers the creation of the first wheel to the latest update in the newest music playing software.
Physically: All kinds of creations made with the application of scientific knowledge, which covers but isn't limited to from the wheel to machinery.
Conceptually: Affects attempts to scientifically apply thought to concepts, helping in giving a fixed form to such or attempts at reasoning.

Temper
Temper is the ability of improvement, making things better and the ability to give rise in temperature, but never to the point of creating fire.
Physically: Affects the processes of raising thing's temperatures, or the attempt to improve things to greater capabilities.
Conceptually: The process of bringing trains of thought, ideas or emotions to their best points, or bringing out the best in people.

Water
Water is the element that no living being can be without and that Sirens know better than anyone else. It's what gives both the ability to live and the adaptability to get through any situation.
Physically: Affecting all forms of Water and all liquids.
Conceptually: Affecting the quality of adaptability, malleability and change within things.

Weather
Weather is what sets the mood for the day, be it between people or within the atmosphere.
Physically: All kinds of weather, even sunny days and clear nights, can be affected.
Conceptually: Affecting the process of someone's day, whether to make it cloudy and dreary or sunny and kind to them.

Wind
Wind is the weightlessness of spirit and the song of the sky.
Physically: All forms of wind and air, including gases.
Conceptually: Affecting the quality of containment in things, be it to free them or restrict them.

Conclusions

The Conclusion is what manipulates the Opus to affect the target as decided by the Introduction. There are many different ways one can affect an Opus, so for this purpose, the Conclusions are what makes the Opus move the way it does. All Conclusions are rated from the level of one to five, with effects possible with Opuses growing.

While most of the text says the Siren is affecting herself, a Siren may still use these powers upon other people with the correct introduction.

Calm

The Calm Conclusion allows a Siren to negate anything that is active or coming to the process of being activated. The Chosen Opuses must describe the effect being negated. The Calm Conclusion may be used to negate physical processes, from the forces of nature down to the effects of poisons upon one's body. Negating mental processes can suppress ideas in motion, aspirations one wishes to carry out, and stop creativity from flourishing. Negating social processes can end social stigma against a being, or end emotions or relationships.

Calm is one of the few conclusions that can affect Supernatural Powers as well, often by ending them prematurely. It should also be noted that "negating" isn't the same as "restoring". Negated penalties can return in effect when the Calm Conclusion ends, whereas the Restore Conclusion could keep the penalties from returning.

Calm 1: Adagio
The basic power of Calm is to slightly lessen the effect of external, passive factors that may work against the target of the Verse. This power simply eliminates any penalties the target suffers for any rolls that the effect may work against. For example, a Siren may make someone's coldness in a blizzard negated by using Sentient-Water-Freeze-Weather-Calm.

Similarly, a Siren may also negate the effects of certain passive phenomena to aid her or hurt her enemies. For example, a Siren who uses Sentient-Pressure-Calm can effectively take away the friction from someone's body, making them slide about. Likewise, the same effect can also negate the pull of Gravity upon the Siren, granting them a bonus on rolls to jump or to land without suffering terminal velocity. Using Calm this way grants a single bonus die per success for the duration of the Verse.

The Siren may also flatly cancel out active Verses that she can perceive being active. To do this, she requires ~~to have~~ her Calm rating to be equal to or greater than the dot rating of the Verse's Conclusion. She also requires to have the appropriate Opuses that were invoked in the targeted Verse too, and must get more successes than the original user got in Performing the Verse.

Calm 2: Intermission
The Calm Conclusion can introduce pauses upon a Target's autonomous merits, making them unusable for the duration of the Verse. An autonomous merit refers to most mental and physical merits that involve an innate quality the user can easily draw upon. This application of Calm cannot be used on merits dealing with Fighting Styles or Social Merits (save merits inherent to the owner, like Striking Looks).

This power can also affect more physical urges a person may face over time. Negating the urge to eat, to sleep, even ignoring the signs that one's own body is failing and hurt. Intermission can remove penalties due to hunger, sleep and wounds. This doesn't remove the need however, the penalties will return at the end of the scene.

The Siren may also choose to, instead of negating a power for good, they can negate it temporarily. The power's duration becomes paused, but it's as if it ended in the meantime.

Finally, the Siren can negate actions as people take them, forcing a penalty on a diceroll equal to her successes on the Verse. This can stop people from completing or doing a task as much as it can stop attacks. The Opuses have to do with the Skill in question.

Calm 3: Falling Flat
A Siren may enforce the power of Calm further. When using this form of power, the Siren may choose to negate Conditions upon targets so long as they are not persistent. The Opuses chosen must be at least symbolic to the condition for it to work. Similarly, a Siren may target certain aspects of a target to negate, such as Toxicity or Sickness. Doing so lowers the Toxicity rating by one for each success.

Falling Flat can also affect the recesses of a target's mind. For example, a Siren may negate a person's want for an Aspiration, negate the ability to make new memories, or even negate the ability to suffer a Breaking Point. Negating a Breaking Point only delays it however. When the verse ends, the Target(s) must roll for it and suffer whatever conditions they may.

The Siren may select a single event to lower and end completely without ending the whole, negating one part and leaving the rest. The Siren can use this power in different ways depending on her number of targets. Upon singular targets, the Siren may use Falling Flat to single out and end a part of an event, affliction or power without ending it all or entirely. Upon multiple targets, the Siren may use this power to single out targets involved in group affecting powers, to which she can end the power being used on the targets without ending the power entirely.

Finally, this power can negate the power stored within supernatural items like Trinkets or Treasures, making them non-functional while the Verse is in motion. To do so requires an Extended roll with the Threshold equal to twice the merit's dot rating.

Calm 4: Cadence
At the power of Cadence, a Siren may allow people to take actions only for them to see that they didn't do a thing. When the Siren uses Cadence on a target this way, she may use her Opuses to describe actions he can take. Targets affected by this power must get more successes than the Siren who used this verse on them. Those who do not are considered to automatically fail their roll.

The Siren may also tug at the strings of social circles, of potential allies and contacts, the relationships and the feelings that keep them afloat. A Siren may use her Calm Conclusion to negate attempts to find Clues so long as her successes exceed the number of clues the target as already procured. This can also be used to reset impressions from Social Maneuvering, as well as resetting Doors.

A Siren may also negate Social Merits pertaining to outside sources of information, which can include Relationships and any feelings part of the Amour Chart. The Siren requires a number of successes equal to either double the Merit rating or equal to the Amour Chart's rating.

Cadence can also effectively aid in removing Persistent Conditions and Environmental Tilts. The Siren needs to make an extended roll with a threshold equal to the Target's Resolve + Composure or double the Environmental Level active.

Finally, should the Siren witness a supernatural power in action, she may reflexively force a Clash of Wills between herself and the power user. Her Opuses must match the ones used in the power, or be thematically appropriate per the supernatural's theme.

Calm 5: Golden Silence
With Mastery of the Calm Conclusion, the Siren doesn't need the correct Opuses to end a Verse. When attempting to end a Verse, the Siren may instead spend a number of Pneuma equal to the number of Opuses in it and roll as normal.

The Siren may also shut down doorways to supernatural places, or shut down places of supernatural power with this. The Siren requires to meet the threshold of triple the merit rating or the highest rating that gauges the hold on an area (such as Resentment for a Quagmire or Severity for a Taint).

Control

The Control Conclusion allows a Siren to direct, command and control those she uses her verses upon. The degree of Control depends on how much a Siren has mastered the Conclusion, and she may affect anything so long as her Opuses describe the thing she's affecting. Physical applications of Control can run from affecting various bodily functions, giving commands to be followed by the person or object, and up to manipulating the elements and laws of nature. Mental applications can affect a target's emotions, memories, aspirations and even identity as a whole. It should already be obvious how this can be used Socially, but for those who don't, it can be used for mind control and making people agree with you.

The Control Conclusion has a special factor that can allow the Conclusion to end earlier than usual. If the target affected by a Verse using Control manages to complete their command, or the command is somehow impossible to carry out before the full duration of the Verse has ended, then the Verse ends instantly. If the Siren tries to take control over something another power or person is trying to control, a Clash of Wills is enforced in the former, while in the latter the new user takes a Control penalty to trying to use the object..

Control 1: De Capo
Starting from the beginning, the Control conclusion at it's basic level can aid a Siren in attempting to use a person, object or the like. In effect, this grants a Siren a bonus on what she's trying to control, that bonus being equal to her successes. For example, if she's trying to guess a password, she could use Insensate-Control-Technology and she would get a bonus to Computer rolls.

She may also use this to give simple commands that can be summed up with one word. Doing so in this matter invites a contested roll of the Siren's Verse pool vs the Target's Composure + Supernatural Advantage. She could easily use this on mundane objects unless they're being controlled by another source, which invites the usual clash of wills.

The commands given by this level of Control must be possible for the person or object to carry out. She can say "unlock" to a locked door and it will immediately unlock if she gets a single success, or even "Fire" to a gun that someone has carelessly pointed against their own head. But she cannot tell an object to "jump" (unless it's something capable of doing such, like Water or Wind).

A Siren who uses this on a sapient target may include the single word as part of a sentence she speaks to the target, adding in context the Verse normally wouldn't have. Such as a Siren telling a Flenser "I don't know anything about that, please go ***back*** to where you came from." If the target is at least conversationally aware of the Supernatural or this application of Control, they may be aware they're being controlled. Furthermore, if it's a human, this can invite a Refraction roll.

Control 2: Vivace
Sometimes a Siren must command people to dance livelier than they look. As such, this power of Control widens the effects of Vivace when it comes to commanding someone or something else. A Siren's commands may be as complex as she wants it to be, so long as it involves completing at least one objective. She could ask someone to "unlock the door, let me in, show me to place x" using Sentient-Wind-Control for the objective of getting inside a place, for example.

The use of Control Conclusions on others for a long length of time may also be detrimental to their mental state. Whether it's a power of Control or the result of being aware they're doing things not of their own will, those affected by Verses involving Control may gain penalties to attempt resisting it. These penalties are always equal to the Siren's Control Dots.

A Siren may also affect her target's motor functions, emotions, subconscious processes and whatnot at this level as well. She may inflict personal Tilts and non-Persistent Conditions using this.

Finally, a Siren's control on the forces and elements of nature grow to the point that she may make them move in unnatural ways and according to her whim. To do this, she requires active concentration on what she's moving. If she breaks concentration, then what she's controlling immediately stops being affected by her verse, and drops if it happens to be in the air. She may move the object at a Speed of her activation successes x Akashic Record x Control dots. The Size of what she's trying to move can grant penalties, giving a -1 to the Verse roll per every 5 points of size.

It is possible to attack using this effect of Control, but given it leaves a Siren open to retaliation. It's also much weaker than the Destroy Conclusion's power. To attack with a controlled object, a Siren may reroll the verse roll she used to start moving the object. Each success causes 1 bashing or Lethal (depending on what the object is). It's possible for a target to apply defense to their roll.

Not all things necessarily cause damage. For example, a Siren moving a mass of water or the wind may also use this to simply push things or people in the direction the Siren directs the mass to move. The same roll as above is applied, the Siren being able to move a person a number of yards equal to her successes x Akashic Record x Control dots.

Control 3: Verse Modulation
The Siren's control on the inanimate forces grows. Whenever she rolls to affect an object or to control one, her successes translate into automatic successes on the roll to use it. Likewise, a Siren's commands can now become massively complex and have multiple objectives in them. Using the same example in Control 2 with Sentient-Wind-Control, the Siren could also add in

“escort me out, forget we met and go on with what you were doing before we met” into the verse, potentially adding in the Darkness Opus to account for secrecy.

The Siren may also modify Verses using the Control Conclusion, or otherwise powers or effects that involve taking control of another being. A Siren can effectively hijack a rival’s orders by changing them, or they may even change their own orders at a later date.

A Siren may also attempt giving a person suicidal orders as well, or orders that would cause them to face a breaking point or Dissonance. Doing so is a Dissonance against Civilization Stability 2 however.

Finally, a Siren may inflict Persistent Conditions with this power. This can be used to cause people to suffer from a Depression Condition as much as it can cause a Spirit to be Fettered to a place.

Control 4: Fine Tuning

Even the finest instruments that a Siren uses to play her commands need to be perfectly attuned for her instruction. And at this level, a Siren should be well enough to play people like fiddles. When a Siren uses the Control Conclusion, she can choose for the person affected by them to be only aware on a subconscious level. Which translates to people not remembering they were being controlled, and even trying to rationalize it away as something they did.

A Siren may also add on special conditions to her orders. These conditions can easily range from “do not hurt my loved ones” to a storm she’s caused to “when you lie again, you will be struck by lightning”. Doing so in this method can cause an order to take effect with the right trigger, or only to affect a select group of people without harming the rest.

Following up on the comment of storms, a Siren may also create or try to stop Environmental Tilts at this level. Each success can raise or lower the Environmental Level by 1.

Finally, a Siren’s changes can affect the deepest levels of human consciousness and genetics. A Siren this far in conclusion can change the very nature of a person or animal. Their likes and dislikes, gender, sexuality, their hopes and dreams, virtues, vices or even integrity can be affected. Doing so is a Dissonance of Civilization 1 however, but only without expressed consent of the individual (and no, if they’re saying it because they’re under the effect of a Verse, it doesn’t count).

Finally, a Siren at this level doesn’t need to concentrate when she’s moving something with Control. She’s free to do other tasks while the forces controlled will still carry out their original task, and the Siren is free to change what the object’s task is with but a thought.

Control 5: Master Conductor
The Siren's commands deeply ingrain themselves upon the tools they use, being able to command and control them with nothing but her second thoughts like a conductor leading an orchestra. A Siren with this level of Control may engage in possessing that which she's commanding. She keeps her own Mental and Social Attributes and Skills, Conditions, Aspirations, Flow and Beaching, and Stability. She however uses the target's Physical Attributes and skills in place of her own. Her body usually fades into seafoam, and when she stops using this power, she reappears close to the target affected by it.

One such benefit of a power is that while a Siren is possessing another thing or person, she seemingly doesn't incur Refraction. She still transforms as normal, but since her body has disappeared while controlling another being, she won't be recognized or the like.

It is possible for a Siren to control inanimate forces. If she does so, then she still uses Physical Attributes and Skills to do so for the sake of rolls.

Destroy

The Destroy Conclusion has only one simple use: it destroys that which it targets. The level of destruction causes is restricted to its targets, but a creative Siren may use an Opus to devastating effect, such as Sapient-Blood-Destroy to destroy a relationship between one Siren and a human, or Sapient-Growth-Destroy to cause someone to become infected by disease or to kill the disease within a target.

Destroy 1: Pianissimo
Even at simple levels, the Destroy Conclusion is no trifling matter. A Siren may damage the Opus stated in the Verse. Most Sirens may easily harm living things, structures, ideas, thoughts, memories, social standing and the like. Such a roll is penalized by the target's Resolve (for destruction of the mind), Stamina (for destruction of health in living things), Composure (for social destruction), Durability (for objects) or Resistance (for ephemeral beings).

Physical damages are Bashing, but thoughts and ideas inflict a -1 penalty per success for the target to attempt thinking of them. Memories within a target requires the Amour chart to affect, with the Amour going towards the event or the person (whichever is higher).

Destroy 2: Piano
The power to Destroy grows even greater. For each dot of Destroy a Siren has, she may ignore that many dots within a Resistance Attribute, Durability or Armor that a Target has.

The Siren may also use this power to help manipulate the Opuses to her advantage, being able to make them pull the target into a Grapple and being able to supplement any Fighting Styles a Siren may have.

Destroy 3: Mezzo
The Siren's power over Destroy has reached a pitch to where she can decide how a target will be affected, and can damage using the Opus instead of damaging the Opus. From when the Siren uses the Verse and decides upon how the target will be damaged, the Verse curses the Target to suffer. For example, a Siren may say a person will suffer a heart attack and dictate that it will appear to have been due to high cholesterol, using Sentient-Blood-Destroy on a target and that it will happen while he's eating food. When the target next eats, the Verse will automatically take effect.

It should be noted that such a use for Destroy only lasts so long as the Verse can remain in duration, as due to the Introduction. And should the target never come by the specified conditions, the Verse will fade away, unused. It should be noted that a Siren doesn't require a condition for the verse to take effect, and that she could omit the "when he eats food" to make the heart attack happen then and there.

Furthermore, a Siren may spend a point of Pneuma when using the Verse to cause Lethal damage rather than bashing from the get go. A Siren may also cause (and destroy) Conditions and Tilts at this level too.

Destroy 4: Forte
The Siren's destruction may ravage even more within a target. At this level, the Siren's feats may include destroying Willpower, another Verse in effect, Doors in Social Maneuvering, and any and all Merits a Target has. It should be noted that Merits only remain destroyed while the Verse is in effect, but some can be lost forever and thus are subject to the sanctity of merits rule. These merits are mainly Social Merits, and Relationships in particular.

Destroying a Relationship is a violation of Civilization Stability 1.

Destroy 5: Fortissimo
At the loudest level of Destroy, the Siren's power gives no quarry to all. Such damages she causes can be upgraded to Aggravated with 1 Pneuma.

Disturb

The Disturb Conclusion has the ability to increase or make those affected by it have increased effectiveness. The chosen Opuses must explain the event or thing the Siren is affecting. The Disturb Conclusion can affect physical processes, from giving greater effect to labour to making

sickness more grave. It affects mental processes by aiding them to their end point, or making fulfillment of virtue and vice more fulfilling. It affects social processes by aiding attempts to create new relationships, or making failures even worse.

Disturb is also one of the few Conclusions that can affect other supernatural effects, often by increasing their effectiveness or duration. It should be noted that the Disturb Conclusion cannot introduce new things into a target, that would be the purview of Invoke. The Disturb Conclusion can only affect what is there.

Disturb 1: Allegro
The basic power of Disturb allows a Siren to give a minor increase to events in motion. She may aid any sort of roll made by a sapient or sentient being, granting a bonus equal to her successes on the roll. This power can also be used to increase penalties from stimuli as well, such as using Sentient-Animal-Disturb to make someone's need to eat more voracious, or Insensate-Technology-Disturb to make a TV that's not working right into practical malfunctionality.

The Siren may also use Disturb to aid active V~~r~~erses too. She must be capable of percieving the Verse being in use before she may affect it, and her rating in Disturb must be equal to or greater than the dot rating of the Conclusion used in the Verse to aid it.

Disturb 2: Encore
With this level of Disturb, a Siren may affect merits, increasing their dot rating by her successes. She cannot affect social merits with her Disturb yet. She may also affect non-Persistent Conditions with this power. Each success increases the bonus (or further grants more penalties) that the Condition normally covers. It may also extend their duration as well or how many rolls it would affect by her successes for those without penalties.

This power can also be extended towards rolls before they are made. The Opuses used in the verse must be able to at least vaguely describe the action, which must be a mundane roll (as in not used to invoke a supernatural power).

Finally, this can be used to add further dice to an already active Verse. If the Siren uses this to enhance the verse, she rerolls the Verse's dicepool using her own (and substituting Disturb for whatever Conclusion was used in the original verse). Whatever successes she gets are added to the original successes. If the original verse called for distributing successes, then it's done at random.

Disturb 3: Counterpoint
With Counterpoint, a Siren may be more selective about what she affects. For example, she can affect a specific piece of a Verse instead of needing to affect the entirety. Furthermore, she may even distribute successes amongst the power or event in question if it calls for it. She may even

choose to change a power's target or even extend the power's duration (by the duration of the Verse of course). This does let her affect target specific Tilts and Persistent Conditions as well.

And while a Siren could easily make mental tasks a breeze by now, she can also affect the deeper aspects of one's soul, that being their Virtue and Vice. Whenever the target would indulge on their Virtue, the Siren may use Disturb to help them regain one dot of Willpower instead of refilling their temporary pool. She may also use it to make fulfilling a Vice replenish further willpower equal to her successes. This may be used socially to increase or decrease Impression and Amour as well, and even affect Social Merits.

Finally, using this as a power allows her to modify Trinkets and their equivalents. A Siren who uses this can add on extra Verses to a Trinket.

Disturb 4: Deceptive Cadence
A Deceptive Cadence is where a note seems like it's supposed to end, but in reality it doesn't and continues. Such is befitting of Disturb, for it may affect even more here.

A Siren may affect Environmental Tilts with this power, causing it to get more wild as she sings. She may also use this to increase the number of Doors she opens in social maneuvering, or even affect bonuses and penalties on Integrity or Equivalent Dicepools. A Siren may also mess with a Relationship's Comforts or Kinks, and even cause Stress to accumulate with this power.

Finally, the Siren may use Disturb to attach a Verse on any other active supernatural power, letting it remain active so long as the power remains active as well.

Disturb 5: The Squeaky Wheel's Grease
Silence may be golden, but it's the squeaky wheel that gets the grease. With her mastery in Disturb, the Siren doesn't require knowledge of the Opuses used in a verse to mess it up. She may instead spend only one Willpower point and a point of Pneuma per Opus in the Verse that the Siren doesn't own and may affect it as normal.

Furthermore, a Siren may affect Supernatural Merits, or may affect supernatural places of power by increasing their power (such as increasing a Taint's Severity with Location-Darkness-Disturb) or making dormant springs return (such as bringing back up a Dormant Hallow or Spirit from an object).

Finally, a Siren's Disturb doesn't add simple bonuses to rolls. It can instead straight up add automatic successes to the roll.

Invoke

The Invoke Conclusion holds the ability to create or summon her chosen Opuses upon or within the target of her Verse.

Invoke 1: Bass
Befitting Invoke at it's most basic level, the things a Siren may create are equally simple. The things a Siren can create must be homogenous in nature and have no moving parts. She could make a sheet of metal, create a simple emotion, or introduce an idea or thought to the target. Successes may be used to define the quality of the item made, or how much it affects the target. Introducing specific emotions can grant bonuses or penalties for the target, or for those trying to speak to them. Creating something within something else uses the Introductions as usual, whereas creating something anew uses the Introduction that is most fitting for it. Sentient for living beings (humans, animals, plants, etc), Insensate for objects, Location for buildings or large structures, and Society for a large group of living beings.

A Siren may instead inflict a summons onto the target of her verse, with the Opuses describing what she wants to be attracted to the target. Each success grants a +1 bonus to rolls for the Target to find and deal with the Opuses of this verse. While the verse is active, the sought out Opuses will feel a pull towards the target. Of course, the Opuses are limited by the Invoke rating. A Siren with Invoke 1 could easily bring up the water table's water underneath the target, but she couldn't make a car's parking brake malfunction to hit the target as that requires Invoke 3.

While a Siren can create many things with this Conclusion, she is required to have higher levels of power in Invoke to create things hard to get or to buy. If the Siren is creating something that can be measured in Resources, she is required to have an Invoke rating equal to or above the Resources rating of the object in question.

Invoke 2: Tenor
Most things created with Invoke are hard to keep around for very long, given the limitations of a Verse's duration never getting complete permanence. That's where this power comes in. When the Siren uses Tenor upon her Invoke Verses, she may reroll the dicepool used in the Verse increase the duration even further by her successes. This power may be used upon objects created by Invoke prior, and a Siren may only ever use this power a number of times on the same object created by Invoke equal to her dots in this Conclusion.

A Siren may also create items, thoughts or ideas that are more complex but do not have moving parts. A Siren may introduce sorrow tinged with anger, guilt, remorse or whatever other emotions she thinks of, complex ideas or plans, and items made up of multiple materials.

Invoke 3: Alto
The Siren may now create items of superior quality, capable of both moving parts and complexity. She could create phones, cars, rifles, even simulacra of animals or humans. Such

complex invocations may still require many Opuses to make, and in the case of living beings, create thoughts within and thus may be quite costly.

A Siren at this level may also create Conditions and Tilts. It is recommended that more complex Conditions and Tilts require more successes to make or a certain threshold to meet.

Invoke 4: Soprano
The Siren's ability to create things rises even higher. When Opuses are used in an Invoke Verse, they can be treated as if they're being used to summon their components rather than objects or things made of the Opuses. For example, a Siren may Sentient-Technology-Animal-Invoke to make technology and animals get in the way of their target rather than technological animals.

A Siren may also create Environmental Tilts at this level. These Tilts when created are not loyal to her, but they will last as long as the Verse does. A Siren may be required to reach a threshold to summon the Tilts, such as extra successes for each Environmental Level she wishes to inflict. Of course, a Siren can clear away an existing storm or event by using Opuses that oppose that, and her Invocation of the opposition may effectively lower the current storm by her successes.

Invoke 5: Pure Pitch
At the mastery of Invoke, a Siren may grant her creations permanency...or at least the illusion of such. When using the Verse, a Siren may pay a dot of Willpower to make the thing created by the Verse remain until it would be destroyed or it's life would end.

Protect

The Protect Conclusion allows the Siren to keep a target from being harmed by the Opuses chosen, and at greater levels being protected by the very Opuses themselves. This protection extends across physical attempts such as deliberate attacks, damages from the elements and weather, and anything else. It can prevent mental and emotional invasion, and can even protect one from social harm.

Protect may be used to grant Armor or Durability to the target instead of invoking a power onto them. Armor or Durability granted may only ever be equal to Protect dots, and the Armor applies to both General and Ballistic.

Protect 1: Caesura
Protect is a Conclusion that is simple, and yet so very practical. No matter what level a Siren uses Protect, she grants her target protection from the Opuses she inputs into the Verse. This grants the target of the Verse Armor equal to the Siren's Protect, but only if there's enough of the chosen Opuses around the target that could protect them. Most Sirens tend to layer on many Opuses, concealing their targets in a tightly spun web of armor that they pray has no chinks in it.

The Siren may apply this socially as well. Opuses used in this manner protect the target from being affected by them in social activities, and as such Protect Verses protecting in social cases creates a penalty equal to the successes the Siren got in the Verse. For example, a Fury trying to persuade humans to violence would suffer a penalty if a Siren used a Sentient-Animal-Passion-Protect verse on the targets of the persuasion. This can also be applied in Social Maneuvering, in which case it only adds a number of doors equal to the Siren's Protect rating.

These bonuses and drawbacks only apply against the Opuses chosen. So for example, a Siren could use Insensate-Water-Freeze-Taint-Death-Protect to protect a book from water, ice, stagnation, decay, and ghosts, but this wouldn't apply against being blown about by wind, or burned.

The Protect Conclusion can also grant certain bonuses equal to the Siren's successes, depending on what the target is being protected from. For example, it could grant bonuses to negate penalties inflicted by Tilts and Conditions, or to fight off disease or poison.

Protect 2: Grace Notes
The protection spreads, being able to downgrade damage that would otherwise stay. Once per scene, while the target under the effects of the verse gets damaged, a number of points equal to the Siren's Protect dots downgrades the damage to the next level. Aggravated downgrades into Lethal, Lethal into Bashing and Bashing clears out.

Protect 3: Rinforzando
The Siren's Protect now works in more metaphysical ways, granting more expressions to how this power can manifest. A Siren can, for example, use Sapient-Light-Protect to have light leave a target and make him functionally invisible, or could use it to make a target incapable of telling the truth. If a Siren used Chaos instead, she could make a target like the eye of the storm that is untouched by chaos, incapable of suffering from derangements and the like. Water could potentially let them breathe underwater.

How this manifests is dependent on the Opus used, but players are encouraged to come up with what would be fitting for their Opuses.

Protect 4: Acciaccato
The Siren's Protect now reinforces the target, cloaking them in her Opuses when they would suffer damage. If the Siren uses Protect, her Opuses will act in illogical ways or surface upon the target whenever they would suffer damage from thin air if needs be. So for example, a Target protected by Sapient-Darkness-Water-Freeze-Weather-Protect could have shadows rising and solidifying to protect him, the precipitation would fall in just the right way to protect from

damage, water would form from the air or rip itself from pipes or the ground to protect their target.

Protect 5: Zurückhalten
Mastery in Protect all but guarantees that the Siren's target will remain protected and safe from harm. Wherever the Opus applies, the protection given will add to all rolls to evade death or destruction, providing the Siren's successes and Protect dots as a bonus. If the Target of the Verse gains an exceptional success, then the damage that would've been inflicted upon them is reflected onto the person or being trying to damage them.

Restore

The Restore Conclusion allows a Siren to heal any problems or ailments within a target, or reinstate previous conditions or things lost from the target. Restore's most obvious uses are to heal damages to objects and living beings, but it can easily be used to recreate things that were lost to time, thoughts, feelings and memories that are in the depths of the mind and even lowered impressions and relationships that have long since shattered apart. In any case, the Opuses used must describe or pertain to what is being restored.

It should be noted that the Restore Conclusion isn't just about healing, it's about reinstatement of previous states. Therefore, it's possible for one to use Restore to reinstate malign conditions upon a target. It isn't, however, possible to actually damage a target's Health or Structure.

It should be noted that while most Verses have a set duration depending on the Conclusion mastery and Introduction used, the Restore Conclusion is a bit of an exception in this regard. When it's used to heal someone or something back to an original state (such as getting rid of malign conditions, repairing a wall or regrowing a limb on someone who whas born with all of them functional), the duration of the Verse is considered to be indefinite.

Restore 1: Rondo
At Restore's most basic level, it can only aid in relieving of pain by one wound at a time. When a Siren uses Restore at this level, she may only downgrade damage up to a number of points equal to her successes. Aggravated downgrades to Lethal, Lethal downgrades to Bashing and Bashing clears out. This can be used upon Relationships as well. This power may also be used to end penalties (or reintroduce them) from Conditions or Tilts. One penalty is negated per success.

The Siren may also use this to affect impression levels in social maneuvering. She may return them to any level they were previously, one success per level.

Restore 2: Naturale

Instead of simply downgrading damage, a Siren may now wipe away the damage altogether. Wounds knit shut and cracks in objects seal up underneath the Siren's ministering touch and song. Each success heals one box of health or structure per success.

The Siren may also extend this towards non-Persistent Conditions, memories, emotions, and even doors in Social Manuevering as well. She may require a certain threshold to meet before she returns the desired trait within the Target, which is up to the Storyteller's discretion. Regardless, if a Siren wishes to affect a target at this level, she must have knowledge of what she's trying to dredge up or remove and it must be present. She cannot call up conditions she knows the target has had before but doesn't have the stimuli to suffer when she uses the Verse. If she tries, the Verse automatically fails.

Restore 3: Diminuendo
The Siren grows with the Restore Conclusion, and may now restore broken and scattered to the winds objects and people, so long as she has part of the original piece. For example, a Siren may dump half a glass of liquid and use Insensate-Water-Restore to recreate the lost half. This means that most objects can be repaired, but a Siren who wishes to repair body parts requires at least the original cells to be present. In this example, a Siren could easily recreate missing parts of a person's brain after they were lost in a lobotomy, but a person who had an amputated limb would be somewhat out of luck unless the limb was still attached. This does mean a Siren can return non-functional or malfunctioning parts or people back into working order.

Furthermore, the Siren's Restore also crosses the sanctity of merits. If a target's merit, attribute or skill rating is lower than it's total but not lost, a Siren may restore the rating to it's full glory, requiring two successes per dot lost. A Siren with this power may repair lost Relationship dots too, a common call for the Restore Conclusion.

Interestingly, a Siren may use the power of Restore to return objects to their original composition. For example, a Siren using this on a plate of spaghetti with tomato sauce could revert it back into uncooked spaghetti, the water it absorbed, any spices and the tomatoes used for the sauce. It can go further to return the spaghetti into the grain it was made from too. The depths of the restoration can increase the required successes.

A Siren may also use this to affect Persistent Conditions and Tilts, removing from or replacing them from her targets. She requires a number of successes equal to the Target's Resolve + Composure or the Environmental Level of the Tilt x3. If it was caused by a supernatural power instead, then the Condition or Tilt caused becomes a Clash of Wills.

Restore 4: Reprise
The Siren can bring back entire pieces of her targets that have been thought to be lost forever. When using Reprise upon a target, the Siren doesn't require any original piece of the object or

person she wishes to heal to begin recreating something lost. With this power, a Siren may recreate lost objects or parts within said objects, lost organs or limbs, and even merits that were completely lost. The roll to reclaim such lost things requires a certain number of successes. The more complex it is, the more successes there should be. Lost merits require a number of successes equal to the dots the Siren wishes to return them to x2. When returned, the returned objects are fully functional and can be used once more.

A Siren may also freely Restore an object or being to any period of its existence as well. For example, a Siren may use this to make an object become as new as when it was first made. All forms of objects remain restored to their age, but sentient beings are restricted to as long as the Verse would normally be in effect, the one exception to most Restore verses.When used in this way on a Sentient, this application of Restoration is not permanent, and obeys the guidelines for duration based on Performance laid out in Introductions, capping at a duration of a year. Additionally, although the target will appear and feel younger, it grants no significant additional time on the clock: a creature will still expire when it naturally would due to its age. The only way to truly subvert the flow of time is to partake of the flesh. Affecting age requires extended successes as well.

A Siren may also affect parts of a person's soul as well, allowing her to affect Integrity and Stability ratings. A Siren may only raise a human's integrity up to a maximum of double her Civilization Stability. This does mean that a Siren without any Civilization Stability cannot raise Integrity, while a Siren with Civilization Stability 5 can raise a human's integrity up to 10. Using a verse in this manner may require a number of successes equal to the desired Integrity x3. A Siren may also use this to recreate a human's soul, using the shards of Pneuma she holds within her and removing the Soulless, Thrall, Ennervated and Drowned Conditions on her target.

Finally, a Siren may restore a Vodianoi back to humanity this way. Doing so requires removal of all Malformations first, which require 3 successes a pop. After that, a Siren must attain a number of successes equal to the Vodianoi's Resolve + Composure to return them to full humanity.

Restore 5: Ravvivando

The Siren bears unmatched power in Restore, and she's able to bring the Breath of Life back into all beings. With this power, a Siren may resurrect ~~a~~ sapient beings, annihilated landmarks, and even supernatural items lost to time. The being, location or object must have died or been destroyed within her Akashic Record in months, the roll requires 20 successes and it's penalized by her Amour rating. The body must also be in working order, but a Siren who is at this level of Restore can easily recreate the body parts using Reprise. If a Siren uses Death or Spirit, it's possible for her to recreate discorporated or eaten Ghosts of Spirits.

Sense

The Sense Conclusion allows a Siren to extend her senses out, increasing them, learning about the people and places she interacts with, and granting herself new sensory abilities. She may use Sense in a number of ways, either detecting through the Opus proper, detecting things with the Opus, or trying to detect the Opus within the targets she chooses.

Sidebar: Auras
It's no secret that almost every creature in the World of Darkness owns an Aura, and that most supernaturals carry the ability to read auras. The Sense Conclusion allows for reading Auras starting at the Accessible power. The Auras for splats introduced by Siren are listed here.

Sirens: The Aura is almost constantly filled with vibrations, be it like the ripples atop a lake or produced by sound. Occasionally, the aura reaches for other beings if they are Relationships to the Siren.
Breathless: The Aura has a visible tear through the middle of it. Other people's Auras sometimes filter through this crack.
Vodianoi and Therons: Same as a human's, although more dissonant and simplistic.
Drowned: Their aura is almost completely drained. Only a shred of it remains to be seen.
Fury: The same as other Ephemeral beings. Almost always has Red (Anger) within it and the area the Quagmire dominates.

Sense 1: A Prima Vista
Many things are often missed at the first glance, but a Siren with Sense can see more than most do. When using Sense, a Siren may use the Opus and sense information through it that she would otherwise not receive. She may see more clearly through the water to find a sunken corpse at the bottom, or hear through a line of people what the commotion they've gathered around is about. Each success grants a +1 to all perception rolls.

The Siren may also direct her Sense upon the target, choosing the Opuses she wishes to see and trying to see if the Target contains the Opus. The Siren may specify any materials or beings covered by the Opuses she's chosen. The Verse doesn't tell her much more than "it exists" or "it doesn't exist". The Siren may use additional successes to ask for additional details, one success per detail. These details can include: texture, size, age, weight, and in the case of living beings, sex and nationality.

Sense 2: Accessible
The Siren may increase the number of details she seeks for within her targets. She may ask about the Target's name(s), Composition, Structure, Durability, and for living beings, their Virtue, Vice, Integrity or Equivalent, Attributes, Skills, Willpower, Size, Defense, Initiative, and Armor.

At this level, a Siren may attempt sensing through her Opus proper, sensing all such things that appeal to a radius back to her. Such a use has a radius of her successes x 5 Yards. She may

pinpoint who or what fits her criteria, at what distance they are from her. As an added bonus, this can count as “Sensory” on the Amour Chart, so a Siren may use Verses upon a sensed target.

The Siren may also edit how she senses things as well, or accepts sensory input. At this level and with the right Opuses, a Siren may see at an infrared or X-ray level, view into Twilight for ephemeral beings, see Auras or even read data from a computer. She may hear and interpret different languages as her own, radio transmissions, and even manifest the Unseen Sense merit for sensing Supernaturals she specifies.

Sense 3: Key Signature
The Siren may now tell more discreet information of her targets, namely of their supernatural nature. A Siren may now sense out a target’s Supernatural Advantage, their Fuel Stat, and any active Supernatural Powers. Additional successes can tell her the general flavor of the powers, and if there’s multiple active at once it can distinguish between them. One success is required for each bit of information to be learned, and to differentiate between powers.

The Siren may also read into a Target’s Merits, Styles, and any Conditions or Tilts they may have at the moment as well. She may also easily mind read her targets, learning of their current thoughts and feelings.

Sense 4: Exposition
At this level, a Siren leaves all exposed before her. When the Siren uses Sense, she may forgo sensing where a Target is at and instead spy upon them as if doing so through a camera. She must describe her target using her Opuses and apply the Amour chart as usual, but once she does and views upon her target, she may scry upon him and watch what he does. She may change the angles she’s watching her target from and end the verse at any time she wishes.

The Siren may also engage in Telepathy with sapient targets, allowing for two way communication without any need of showing it.

Sense 5: Klangfarbenmelodie
The Siren’s Senses have developed far enough to be able to ask into a target’s history, both past and future. When asking questions on a target’s past, a Siren may ask one question per success and the Storyteller must answer to the best of his ability so long as the questions (and answers) pertain to the Opuses used.

Transform

The Transform Conclusion allows the Siren to change one thing or person into another thing, or grant one thing or being the properties of another thing as dictated by her Opuses. A Siren is free

to use the conceptual meaning to grant physical qualities, and vice versa to introduce physical qualities to conceptual things.

The Siren doesn't require a special Introduction to change parts of the target, she is free to choose whether she changes part of, or all of her target depending on her mastery of Transform. Also, the more dissimilar the original thing is to something the Siren wishes to transform it into, the harder it is to change. Feel free to make the Transform roll require a certain number of successes equal to the number of qualities a Siren is trying to change in the target, or stating a Siren needs a certain level of skill (or at least a good book detailing what she wants to change) in order to make something. A Siren without any dots in Firearms can barely be expected to know how to make a gun. The Siren may lessen this number by her mastery in Transform.

It should be noted that most Transformations, especially those on living beings, are short lived and return to normal after the Verse ends and they do not harm the target. Someone whose brain was turned into water will become a vegetable, but the person is still alive but unconscious. If a Siren wants to kill someone with this, they'll have to induce a transformation that would be lethal (such as replacing some cells in one's brain with cyanide or an explosive reagent) or be creative (turning someone's feet into concrete and pushing them off a bridge).

Transform 1: Muta

The basic power of Transform can only deal out basic transformations in turn. If the Siren is using Muta, she may cause cosmetic changes within her targets. She can change the texture, color, rigidity, smell and sound of a target. She may also change substances of a homogenous nature into a substance of a similar nature, so long as it's in the same state. For example, a Siren could change water into any other kind of solution, but she couldn't turn water into ice or make it into a mix of water and something else.

The Siren may also begin to change the shape of objects that she can affect with Transform. For example, she could turn a sheet of metal into a harpoon. A Siren can only affect one item this way, she couldn't make a sword with a hilt that required different metal.

Transform 2: Cambiare

The Siren's proficiency in Transform grows, allowing her to add more qualities to her desired targets. These qualities include elasticity, durability, sharpness, height and weight. A Siren could add to rolls that require longer reach, armor, or even mundane brawl rolls. Much more can be done by a creative Siren.

A Siren may also change the state of matter on an object. They can turn things from solids, to liquids to gases, and vice versa and even skipping steps if~~of~~ desired. A Siren can also theoretically turn something to a state like Bose-Einstein Condensate or Plasma, but she should be careful not to be near the result.

A Siren may also use this to Transform one's skill dots into other dots of skills. Doing so affects the mind of the subject rather than their body (except for Physical Skills like Athletics). A Siren may also, quite literally begin changing thoughts at this level.

Transform 3: Variazioni
The Siren may introduce more kinds of variations with her mastery in Transform. The Siren may turn the object into ephemeral elements like fire, lightning, soundwaves or even data. Some Sirens use this to turn items into data, send it in an email attachment, then the reciever transforms it back into matter once more.

The Siren may also begin affecting heterogenous materials, transforming objects into heterogenous materials or mashing together many parts into one creation. For example, a Siren may be able to turn bits of metal, gunpowder and the like to create a gun.

The Siren may also freely change any part of a body too, effectively acting like magical plastic surgery. She may introduce Mental and Physical merits for the duration of the Verse, and she may even grant a subject Striking Looks. She may also freely swap around dots on a subject's character sheet for Physical, Mental and Social Attributes. A Siren may change a person's memories at this level.

Finally, the Siren is also capable of imbuing the Song into objects, transforming them into Trinkets. To turn an object into a Trinket, the Siren must possess the verse and the Opuses she desires the Trinket to own, then she makes an extended roll with a Threshold equal to the total of both the chosen Verse's Threshold added to the extended threshold of the Transform Verse at this level.

Transform 4: Transition
The Siren may introduce transitions of all kinds available to the worlds of civilization and nature alike. She could make homogenous targets become heterogeneous and vice versa. She could also change a target's Virtue or Vice, and may even add to or subtract from a target's Integrity, or introduce sapience into animals or plants.

A Siren at this level may also allow a target to still have control of themselves without getting harmed by the Transform Conclusion. So for example, a Siren could turn someone's arm into water, but it'd still be attached to the limb, functional and in most cases indestructible. She may also make one thing into many things, such as making herself into a swarm of hornets, and vice versa.

Transform 5: Mordent

At the apex of Transform, the Siren can make great changes in an object, making it function by how she thinks it works rather than by how it actually works. The Siren may ignore the need to have skills to create complex items, systems or the like when she uses the Transform Conclusion.

The Siren may also use this power to become a pure manifestation of an Opus while still controlling full capability of her actions. For example, a Siren using Self-Darkness-Transform is capable of making herself into a silhouette of moving shadow, able to move where light exists and through any barrier only physical things need to worry about. She may also decide whether beings can move or are still aware of things when in this state, such as petrifying someone and making them aware of their predicament. Using this power for an extended period of time on a sapient being can be a Dissonance against Nature or Civilization.

Travel

The Travel Conclusion allows the Siren, or anyone or anything she chooses to go from Point A through Point B in the Opuses she's chosen. The Siren may attempt moving through physical obstacles with little worry, bring a person's mental state to a certain end point, or even get through social scenes with splendid manipulations.

Travel 1: Trobar Leu
The basic principles of Travel is to know where you're going and thus prepare for it. When the Siren uses Trobar Leu, she automatically eliminates all penalties for going through the chosen Opus and gains a bonus for moving on or through it with one added die per success. A Siren running away from tormentors who used Self-Water-Freeze-Travel would be able to skate away on ice, or (sans Freeze) helping an idea the target had reach the endpoint of change or mutability, or helping persuasion to another person to change something else.

Travel 2: Canso
Even if one tries to get through somewhere, it's not guaranteed to be safe. A Siren may change this, letting her target get through whatever would normally damage or hinder them. While going through a place, a Siren may use this power to ensure they won't suffer from the environment. This includes environmental tilts, rolls due to notoriety in social circles, or penalties from Conditions blocking one from progress. This can also protect from hazards such as drowning or lack of air, or increasing terminal velocity. On a success for this power, her target gains X Condition: They ignore environmental tilts having to do with the Opus, and they may gain a bonus to certain rolls where it's called for.

This does not however protect from pointed attempts to harm the target. Rolls to influence one's mind or social status go by unimpeded, as is attempts to attack with a weapon or supernatural force. Those would be the Protect Conclusion's focus.

A Siren may also use this power to aid in moving even if she's incapable of moving any of her extremities. For example, a Siren stuck in handcuffs at the back of a police car could use Self-Technology-Travel 2 and the ground beneath her would start having minor tremors to aid her movement. This only works if the Siren is still able to move and isn't held by another's will or power. She can't use this if she is, for example, stuck within a police car driven by an officer. But she could use it when the car is parked.

Travel 3: Trobar Ric

Most people have to ask to know where they're going, but those versed enough in Travel don't need a weathervane to tell which way the wind blows. When the Siren performs Trobar Ric, instead of using it to help her move it can show her where to go next, the "where" dictated by the Opus. It could lead her to a person who fits a conceptual definition of the Opus, it could bridge one concept into another, or as a mundane utility example, it could optimize a web search with Technology. There's many ways this could be used, and how depends on what the Siren wants to do with the Opus.

Alternatively, instead of being shown it can help a Siren create a pathway to where she wants to go. She could make vines string together into a ladder, the water beneath her could carry her on it's current, she could even make a crack in the side of a house open wider for her to enter. The Siren may also increase her speed while on this pathway by her successes, or it can aid her in decreasing her speed in a tight situation.

It could also aid in Opening Doors in Social Maneuvering, allowing a Siren to open doors equal to her successes.

Travel 4: Tenso

Sometimes, the point of Travel isn't just to make sure you get somewhere. Sometimes it's to keep others from reaching the same destination, or rather to reach a different one. Such a thing is well within Travel's power.

When the Siren uses Tenso, she may manipulate the passageways used by people to lead elsewhere. For affecting a person's passageway involving an environment, this would normally inflict the Lost Tilt on the target. Affecting someone's attempt to persuade someone else to a certain end may grant the Notoriety Condition on the target. The target also takes the Misdirection Tilt; penalizing attempts to reach the way they wish to go and getting bonuses for going the way the Siren desires. The bonus and penalty are equal to the Siren's successes.

The Siren may even move as fast as a car on her chosen Opus (142-146 nWoD Corebook). Their acceleration is equal to their successes in MPH, their safe speed is successes * 30 MPH, and maximum speed of successes * 75 MPH. If the Siren uses Wind or Water Opuses, then this means they can basically fly or swim that fast, and they do not suffer air or water resistance.

Travel 5: Trobar Clus
For the many who have mastered Travel, distance is but a laughable illusion to them. Why bother moving when one can just teleport?

With Trobar Clus, a Siren may teleport through her Opus, disappearing in one and reappearing at a location through another source of the Opus. A Siren who uses an Opus that uses an element (Darkness, Light, Water, Earth, Wind, Technology, Metal and the like) disappear and reappear in befitting ways to that element. A Siren using Darkness may step into a large shadow before dissipating into it, and then appearing elsewhere. It should go without saying that the Amour Modifier may apply to this usage of Trobar Clus.

A Siren who includes Death or Spirit may also find themselves being able to step into alternate dimensions ruled by that power. In essence, a Siren may enter the Underworld, the Shadow, the Hedge, the Inferno, the Dark World, or any other realms parallel to reality. This doesn't include realms like the Abyss or the Supernal Realms however.

Conceptually used, Trobar Clus allows a Siren to become part of the concept itself and see where it leads for a target. In essence, a Siren can enter a target's mind, their dreams or memories associated with the conceptual use of the Opus. For some Conclusions, like Dream, it can use physical connotations too.

A Siren may also use this power to become intangible to the chosen Opus, allowing her to go through it or treat it as if it's solid as per her whims. Alternatively, a Siren could use this to force the Opus to spit a target out or banish them from it. A person drowning could be forced out with the Water Opus, or a person could be forced out of the Shadow with the Spirit Opus.

Sample Flow and Beaching Archetypes

For the sake of examples, provided here is a list of sample Flows and Beachings. It should be noted that this list is not comprehensive, and that players are free to come up with their own ideas on Flows and Beachings. Each of these are presented as how a Flow could be seen as a Beaching or Vice Versa. Regardless, Sirens have one Flow and one Beaching that don't need to be the same thing reimagined.

Adversary/Sadist

The Adversary enjoys playing the opposing side to an argument, pointing out the flaws and weak points. Sometimes conversationally, sometimes forcefully, the adversary will point out weak points in an effort for other people to become stronger. Through a mirror darkly however shows some Sirens who simply enjoy causing pain to others, perhaps by some perverse pleasure or by taking her vengeance from a lover who scorned her out on the world. This flip-side of the Adversary Flow is best known as the Sadist Beaching.

As a Flow: The Siren manages to use her willingness to inflict cruelty as a way to get through events, be it taking advantage of other's weak points for a certain purpose.

As a Beaching: The Siren inflicts meaningless pain only for her own pleasure or gratification.

Submissive/Masochist

The classic submissive is the kind of person who, in some shape or form, leaves the decisions for others to make. Maybe it's because submission is the path of least resistance through some people. And yet most Sirens often know the keen sting of love unrequited, but a few would allow themselves to be stung again and again and again out of hope that one day they will be loved back instead deforming to Masochism.

As a Flow: Using some submissive quality, or undertaking dirty work that most others would loathe to do, that ultimately helps get somewhere in the long run.

As a Beaching: Meaningless suffering that ultimately has no purpose or benefit.

Cautious/Paranoia

Cautiousness can be as much of a boon as it is a curse for Sirens. It can be cautiously looking for signs of oncoming tragedy when she exhausts every last point of Pneuma to Trace, or it could be blown out of proportion into Paranoia by obsessively tracking down their Relationship's every move and action, seeking for the very point when the love leaves their eyes.

As a Flow: Looking into events or problems with every last detail they can think of in mind that ultimately reaps some useful information or benefit.

As a Beaching: Obsessively keeping track of things they care about or could be their downfall, mainly where it's not warranted.

Empowered/Controlling

Empowerment is often a positive aspect. It's what helps people regardless of gender step outside of the expectations of others and have the power to do things of their own volition. Though they aren't required to be given power to fulfill this, they can easily earn it on their own will with the right confidence. That said, it can be easy to go from earning power to trying to take it by force, leaving others powerless and under your heels.
As a Flow: Taking authority in a matter where it benefits from your assistance.
As a Beaching: Taking power away from others, or making people unable to disobey your will simply because you want power or things to go exactly your way.

Rebellious/Insubordinate
Often is rebelliousness seen as a desirous quality within potential partners, be it for a bad boy image or not taking the shit ordered structures tend to throw at you. However, Rebelliousness can easily lead to insubordiancy, where they freely reject the rules even when it's in their best intentions.
As a Flow: When the Siren knowingly breaks the rules to accomplish a goal.
As a Beaching: When the Siren flaunts the rules for petty reasons.

Modified Advantage: Stability (Integrity)

When a person is undergoing the Drowning, not only does their body get thrown between currents and waters, but the Siren-to-be's soul becomes reshaped as a result of the Song. The chaotic movements of the Deluge and the tempos of the Song reforges the Siren's viewpoint into something that's both the same as a human and yet new and different. It has the Siren cling onto a raft that lies between nature and civilization, land and sea and her relationships between them all. Most Sirens simply cling to this raft, trying to build it bigger by having more between both sides equally. Others find it harder to uphold this ideal, so they instead search for materials easy for them to find, purely of nature or of civilization, and cling to it for life. A Siren isn't whole in this state, as they deny one half of their existence. However, they may still survive as long as they hang onto that one piece.

Stability tracks the level a Siren is able to cling to her raft between Civilization and Nature. Characters with solid Stability, between nature and civilization, are better able to keep their heads clear and emotions under control. Much like a raft, Stability is best built by taking from both approaches of Civilization and Nature, clinging to both to ensure a Siren is better stable. If she attaches too much to one end and neglects the other, then she risks becoming only partially stable and allowing her emotions to have chances to run rampant. A Siren without Stability on either end of the spectrum is a wreck with little control. She still has her sense of self, but Maelstrom has a tight grip on her. Strangely enough, a few mad Sirens decide to destroy the distinctions between land and sea in a mad attempt to achieve the impossible ideal of universal unity. These unfortunates have their ability to trace the future and past become unreliable and waterlogged, and they slowly begins seeing reality being infected with the Deluge.

Upon Surfacing, a Siren replaces their Integrity trait with the Stability Trait. Rather than tracking traumas, both supernatural and mundane, Stability tracks how well a Siren is capable of walking between Nature and Civilization and keeping a balance between the two. As such, the Stability Trait ranges from 0 to 10, with 6-10 representing the Civilization half of Stability and 0-4 representing the Nature half of Stability, and the Siren starts out with one dot at Stability 5 and at character creation the player has two free dots they may put into either Civilization or Nature halves. If the Siren has Touchstones or Relationships when she starts play, them the player may add half of the merit ratings to the Siren's Stability. Touchstones apply to Nature, and Relationships apply to Civilization.

When a Siren gains dots or loses dots within Stability, she gains or loses her connections to either Nature or Civilization. When Civilization is affected, dots gained go upwards past Stability 5 when increased and are lost from the topmost when it decreases. When a Siren loses Stability 6, they lose their connection to Civilization but they aren't unplayable. For the ease of access, Stability could be separated as Stability 6-10 being Civilization 1-5, Stability 5 as one

point in the middle from which they both grow out from, and Stability 4-0 being Nature 1-5, and "Stability" referring to the total number of dots a Siren owns in them put together.

When Nature is affected, dots gained go downwards below Stability 5 when increased and are lost from the bottommost when dots are lost. When a Siren loses Stability 4, they lose their connection to Nature but they aren't unplayable. If a Siren faces Dissonance for violating Stability 5's rule, then if she fails the roll she loses a dot from the higher part of her Stability. If they're equal, the player decides which side loses a dot.

Dissonance

The lines between civilization and nature aren't hard to distinguish, and more than a few Sirens see the temptation in clinging to one over the other. But this is a temptation that shouldn't be taken up, for it shakes the Siren's foundation in both worlds. If she neglects one, and it's like discarding a part of herself. This act of throwing away pieces of her identity is what makes Sirens undergo Dissonance, the rough waters which threaten to damage her Stability.

There's one of three categories that Dissonance tends to follow.

- The Siren commits an act that would compromise her ability to interact with the civilized world or its denizens.
- The Siren commits an act that would compromise her ability to interact with the natural world or its denizens.
- If a Relationship, Touchstone, a Shoalmate or loved one of the Siren is killed/destroyed because of her actions, or the Siren fails to save the above from an untimely and preventable demise.

Whenever the Siren faces Dissonance that rocks her Stability against one extreme or another, roll Resolve + Composure + Touchstone/Relationship modifier depending on the aspect of Stability in danger of being lost.

Dramatic Failure: The Siren loses ground of her Stability to the point where it rocks her for a time afterwards. Along with losing a dot of Stability in the affected side, the Siren takes one of the following conditions appropriate to which she gained in: Bloody Waters, Body Dysmorphia, Heartbroken or Madness. Also, take a beat.
Failure: The waters of a Siren's Stability shift unevenly, and she becomes more callous to worldly or personal concerns. Along with a lost dot of Stability in the affected side, the Siren takes one of the following Conditions: Troubled Waters, Depersonalization, or Heartsick.
Success: The Siren manages to keep hold on the raft between existences, her view still blurry from sea spray but it can still be cleared. Take one of the following Conditions: Troubled Waters, Heartsick, or Shaken [GMC 183].

Exceptional Success: The Siren manages not only to hold the raft, but she becomes empowered from it, like a cliff that survives the storm. The character takes a beat and regains a point of willpower.

No amount of Verses or power can hinder or help a Dissonance roll. The following is a list which covers a list of what may cause Dissonance to all Sirens as well as associated modifiers to the roll. A Siren may face Dissonance by detaching themselves from the expectations of civilization or the rules or nature.

As a rule of thumb, Touchstones and Relationships add a bonus to aid Dissonance rolls only towards Nature and Civilization aspects of Stability respectively. Therefore, a Touchstone bonus cannot be used to aid a Civilization Dissonance, or vice versa with Relationships and a Nature Dissonance.

Stability Level	**Detachment Dissonance**
10 (Civilization 5)	Causing insignificant damages within Civilization or towards it's denizens. (Petty theft). Neglecting a Relationship.
9 (Civilization 4)	Inflicting a major inconvenience within civilization or its denizens (Grand Theft). Draining a human of permanent willpower for Pneuma. (-1)
8 (Civilization 3)	Inflicting a significant inconvenience towards civilization or denizens of it (Arson, Manslaughter). Losing a Relationship. (-2 to -3)
7 (Civilization 2)	Committing a planned crime upon civilization. Serial Murder. Draining a Human of Pneuma to the point they face the Drowned Condition. (-4 to -5)
6 (Civilization 1)	Heinous crimes like torture, rape or serial murder. Killing a Relationship. Eating a human's soul. Committing actions that aid a supernatural force anathema to Civilization. (Automatic Chance Die)
5 (The Foundation)	Committing actions that knowingly aid a supernatural force anathema to Civilization and Nature. Taking actions that aid in the

	Deluge's occurance.
4 (Nature 1)	Animal Cruelty. Inflicting damage upon nature that makes it go beyond repair. Destroying a Touchstone. Committing actions that aid a supernatural force that's an anathema to nature. (Automatic Chance Die)
3 (Nature 2)	Intentional pollution, not allowing the land to heal from damages caused upon it. (-4 to -5)
2 (Nature 3)	Causing significant inconvenience upon animals or plants. Disrupting natural growth. Losing a Touchstone. (-2 to -3)
1 (Nature 4)	Harming animals or plants with no justifiable reason (hunting for sport). (-1)
0 (Nature 5)	Littering, neglecting visiting a Touchstone.

There are other modifiers which may affect a Dissonance roll, but they do not cause one directly.

- The Siren is protecting one of her Relationships or Touchstones. **+Relationship/Touchstone Merit Dots**
- The Siren's actions were done in the name of the keeping both worlds alive. **+1 or +2**
- The Siren is acting in accordance with her Flow. **+1**
- The Siren is acting in accordance with her Beaching. **-1**
- The Siren is following Acheron. **-1**
- The Siren in committing an act against nature or civilization does so with disregard towards it or acts out of her own personal preferences. **-1**
- The Siren has Stability 3-4 or 6-7. **-1**
- The Siren has Stability 1-2 or 8-9. **-2**

The Effects of Stability, both Balanced and Imbalanced

A Siren's Stability flourishes the more she has to ground herself in Nature and/or Civilization, though if imbalanced then the lesser half suffers. For whichever side has more dots within Stability, once per scene the Siren may use those dots as a bonus to aid any mundane roll dealing with that half of Stability and/or its denizens. The Siren may split this bonus across rolls so long as the total bonus used doesn't exceed her dots in Civilization. As for the half with the least dots, subtract the Higher Dots - Lower Dots and the difference applies as a penalty to act within the part of Stability that has less dots. If they're balanced, then the Siren gains half her Stability as a bonus towards rolls in both parts of the world.

Say for example a Siren has Stability 6. In this case, it translates to her having Civilization at a rating of 4 and Nature at 1. The Siren gains +4 as a bonus that she can apply towards civilized environments or denizens of civilization (humans, domesticated pets, etc). However, since 4-1 equals 3, the Siren takes a -3 penalty to interacting towards natural environments or denizens of nature.

Nature and Civilization are stronger together than apart, and a Siren with strong connections to both finds that she has a better peace of mind and unclouded vision. Along with enjoying a higher pool against Maelstrom, a Siren may add half of her total Stability dots (rounded down) as automatic successes to Trace rolls whenever she invokes it so long as she has dots in both Nature and Civilization.

Facing Dissonance with Stability Half Full

We've covered how a Siren faces Dissonances when she has dots within both Civilization and Nature. But what happens when a Siren loses all of her dots within one of her two natures?

For starters, a Siren isn't unplayable at this point. She may lose one half of her connections, but remember that a raft made out of selective materials can still function, and so can the Siren atop of it. However, Sirens do face new difficulties when they're without one half of their Stability.

Depending on which side the Siren has no dots in, it affects how she can transform between Diluvian Form and Human Form. If a Siren has no dots within Nature, then she cannot access her Diluvian Form (or Alterations for that matter). If a Siren has no dots within Civilization, then she cannot access her Human Form.

At first glance, this doesn't seem to hurt Sirens too badly. No matter the form, Sirens always have access to their Verses, gaining and spending Pneuma. However, the Diluvian form is only suited for sea and the human form for land. If a Siren loses her last dot of either of the meters, then she is locked within that form. This is quite bad, mainly if the Siren is somewhere the human form can't breathe, or that the Diluvian Form can't access water from.

Maelstrom are both in full effect as well. For those locked in Diluvian form, almost nothing changes, though it makes Maelstrom quite a bitch to deal with if the target of it is on dry land. Those locked in Human form are also incapable of using Alterations for a quick kill.

Oddly enough, Refraction utterly fails to manifest for Sirens who cling to one side of Stability. It's unknown whether it's due to the Siren being incapable of transforming, or if the Song inside has been twisted by the Siren it belongs to. Ironically, this also tends to help tell who belongs to what Abyssal Current where it matters, namely for Styx and Lethe.

The Destroyed Raft of Stability - Banshees

So what happens when a Siren loses both parts of Stability; both her ties to Civilization and Nature? Well, for starters, a Siren STILL isn't unplayable! The reality is that Stability is made of three parts: Civilization, Nature, and the single dot in the middle. That singular dot represents the very foundation of Stability, the Siren's ability to connect to the whole world.

So long as a Siren has that singular dot, she can still rebuild her Stability at both parts, despite her Maelstrom rolls being abysmal. But what happens if a Siren degenerates at that last dot?

It's simple. If she fails the roll, then she loses the last foundation giving her a reason to have any connection to the world and it's denizens. The Song within her shrieks horribly, then falls silent forevermore. The Siren now sees the world through a permanent lense of madness, only able to see people as things to use and throw away when they're no longer useful. The only craving she has left within the depths of her soul is that for Pneuma. But because her soul is devoid of Stability, she can freely access her full range of powers and forms, though she no longer has any standards of how she uses them. Afterall, a Siren at this level is locked forever within the depths of Maelstrom.

Sirens who fall to Stability 0 are known as Banshees. Most of these monsters freely seek out the relationships they once had and suck them dry of all pneuma. And when they're done with that, they'll stalk people they once knew not out of any semblance of love, but for another soul to eat. Beware, for when one hears the Banshee's wails of doom, then a mortal will die that night.

Chapter Four: Shedding Light on the Depths

> *"When one tries to rise above nNature, one is liable to fall below it... Consider, Watson, that the material, the sensual, the worldly would all prolong their worthless lives. The spiritual would not avoid the call to something higher. It would be the survival of the least fit. What sort of cesspool may not our poor world become?"* — Sherlock Holmes, The Adventure of the Creeping Man

The desires of the Celestial Currents, the Currents of Ceto, only wish to make sure the world survives for another day and keepdestroying the chances of the Deluge at bayhappening. In spite of thatHowever, the ways the Deluge can occur inare many, oh so many, ways,. BeAnd it's by those contentwho are fine with leaving the world as it is, those who wish to radically shapechange it tofor their own causesside or those who exploitreap from it through their selfish actions they cause.

The Flensers were once simple seafarers, conquistadors and merchants who sailed the ocean blue, that had once connectinged the world together by sea and seekingsought the best for humanity's well-being,. However, and yet they were also the hunters of Sirens who had stumbled upon the dirtiest secret to immortality: Siren flesh. NowDue to this, they have become fanatical and dangerous hunters, advancingwielding technologyical to pursueweaponry so they may gain more of what they crave most.

The Quagmires and Furies also await within the wilds, seething with the hatred of the despoiled earth and, biding their timewaiting for it to get ripe so they may take vengeance when it is ripe.

At the ends of this are a mix of the these ways. They lurk away from the lights of both civilization and nature, picking at thea certain darkness within and beyondwithout the heart of existence;, and for that they are dubbed as the Abyssal Currents. Unlike the Celestial Currents, the Abyssal Currents are in no way a unified front,. qQuite the opposite;, abyssalsthey tend to be at each other's throats as often as they are at the Celestials.

The Abyssal Current of Acheron holds one simple belief;states to hell with the world, for it i's a bloated carcass that craves it's own death. They seek to forge the tidal waves that mark the Deluge, and kill everyone with them. The Abyssal Currents of Cocytus and Phlegethon reside within the darkness that few lights touch, searching for extreme answers to the Deluge or saying to hell with it and enjoying themselves with whatever means necessary.

The Abyssal Current of Lethe has long since forgotten the merits of nature when they were blinded by the amount of progress humanity could make at nature's suffering. At their throats lie the Abyssal Current of Styx, who wish to destroy Civilization so Nature may flourish once more.

At the deepest depths of the Celestial Ocean lies the Abyssal Current of Oceanus, inside the ruins of a long lost city that fell within the Deluge and lead by it's only survivor, the She-Viper Echidna. She extends her welcome to those who wish to survive the Deluge, and help humanity survive it as well. She takes from the men and women of mankind, and remakes them into the perfect race to survive the Deluge and her children, the Vodianoi.

Flensers

At one point, humanity had devolved into witch trials destroying the innocent, using supernatural myth to control or corral others into following certain lifestyles or used them as scary children's bedtime stories as punishments for misbehavior. Each of these supernaturals had hunters who would seek to end their supposed threat to existence. Sirens are no exception and they've had their fair share of hunters.

The only difference is that most hunters only know myths or stories about what they're hunting and even fewer live long enough to have field experience. For certain dedicated Siren hunters however, this isn't the case. They've had special interest with Sirens, accumulating knowledge on their powers, weaknesses, and even forging an alliance with the Sirens who cling to Civilization. And through it all, making their own special tools to benefit themselves and humanity, in hopes of emulating the Siren's knack for survival. These Siren specialists have many names depending on what company they're employed to, but as a whole Sirens have taken to naming them "Flensers".

The Flensers began as simple hunters of Sirens. Nothing more, nothing less. Just like the waters the Sirens surface from, the Flensers can appear from any background imaginable. They were the hunters of the seas against the invading Vodianoi, the pirates who warded off the Banshees singing people to their salty depths and explorers of the new world and undefiled lands the Sharks were trying to keep them from. It was only back when the naval trade was beginning that the Flensers began to gain any common ground worldwide.

Like many things that occured in the Age of Exploration, things soon changed forever. Nobody knows exactly when the hunters found out the secret of the Siren's flesh, the only thing most Sirens agree on was the idea that~~of~~ the lack of food on the high seas leads to desperation. All it takes to get some is either a lack in moral compunctions against eating a supernatural's flesh, or the captain just so happened to be in a relationship with a Siren too strung up with Civilization to consider not feeding them. Either way, the secret was blown and they learned the youth restoring qualities of the flesh. It was no fountain of youth, but for humans who couldn't wait to find immortality it was good enough.

With the knowledge of the effects of the Flesh, the Flensers began to get more structured. Once simple explorers and merchants united by the fish hunt, now entire enterprises built on the surface about the environment and sea but underneath it all was really about the flesh and with connections just as wide and deep as the sea. This level of organization had allowed the merchants and explorers to stockpile their money together, sharing the wealth between themselves and humanity. And even though most don't share a language, the hunters still shared a goal: to eat Siren flesh and increase the level of humanity's prosperity however they can.

By the time of the modern day, the hunters are hidden behind the corners of large corporations and companies all over the world. They hide behind the guises of philanthropists, only interested in extending the reach of humanity and spinning their own lives into eternity.

Sidebar: In Case It Needs To Be Said

No, Flensers are not completely evil/selfish, Cybernetics do not eat your soul, technology isn't evil and the drawbacks of Gene Mods isn't God's way of saying "I'm punishing you for trying to tamper with your own bodies". The Flensers are merely meant to represent humanity's ambition and determination to achieve it at any cost, that's it.

This doesn't mean that they're meant to symbolize that "Technology is evil". In fact, it's mainly the opposite. Another driving force behind them is enriching human life and making it easier to live, which is some of the reasoning behind medical advances in the past centuries. Cybernetics are meant to be a shadow of what may be available within the next decade. A very good example of this is the factor that the first prosthetic that's able to register touch has been recently created. The reason for ambiguity upon the reason Gene Mods cause rapid aging is to increase demand for Siren flesh amongst Flensers and to allow storytellers to come up with their own conclusions.

This sidebar isn't meant to be a "why Flensers are misunderstood antagonists sidebar" either. Evil Flensers exist as much as good ones do. Some Enders are mad scientists who want to do illegal experiments, some want to make fully functional prosthetics that people can afford. Some Villagers hunt for the thrill of it and some search for highly dangerous Sirens (and other supernatural threats to humanity if more than Sirens exist in your chronicle). The Scars can be as corrupt as any other businessman and they can be honest-to-God philanthropists. The Flenser's biggest problem as a whole is that they basically don't care about the damage they cause in the process of getting what they want, and that lack of morality is evident within certain companies to date which the Flensers are meant to symbolize.

The Flensers' "Business Practices"

The Flensers ~~as a whole make up~~ have tapped into some of the largest multinational corporations ~~with~~in the world. O~~Though they had o~~nce start~~inged~~ out as simple merchants ~~up~~on ocean trading routes, their grasp has significantly expanded beyond~~from~~ the sea~~--.~~a ~~A~~fter all, why risk ~~drag in~~pulling in an empty net~~gain~~ from the sea~~ocean~~ when there are~~'s~~ plenty of resources, ~~both~~ natural and Siren, on land? To this end, the Flensers have invested~~expanded~~ in~~to~~ global environmentalist operations~~work.,~~ k~~K~~nowing ~~the~~ that Sirens are interested in preserving the world, building a racket ~~simply taking over~~ where there's bound to be quarry and~~at is practically~~ allowing the fish to jump into the net themselves.

Of course, Sirens are much more capable of hiding away from Flensers wherever they pop up thanks to their Traces, Verses and access to the Celestial Ocean. The Flensers can circumvent this with the help of the Lethean Sirens, but sometimes there's just not enough help or time on their fronts to do things about it.

When all else fails, the Flensers try a different approach: cause trouble within the surrounding area until Sirens try to fix whatever mess they've caused. Some of them seem aware that the

more chaos caused in an area, the more Sirens appear and thus the more flesh they can garner. When Flensers do this tactic they normally buy out a current company, cause an "accident" to happen and have it soak up all the blame while they fade into the background. Not all fade out so quick however: the BP Oil Spill is one such example of this.

As a rule though, most Flensers loathe to go to the point of irrevocably permanent damage. Their main reason is that it can attract the notice of mortals nearby and could shut down a base of Flenser operations. A lesser reason is that some Flensers are still idealistic, but this same reasoning easily fades when flesh is low and desperation rises.

One other rule the Flensers' have in their hunts is that any Siren in the Current of Lethe are not to be harmed lest demotion or censure falls the Flensers way. Most Sirens attribute this to the fact that Lethe is partially responsible for the creation of the Flensers. Even worse is that sometimes the Sirens of Lethe join the Flensers on their hunts; eating another Siren's flesh does restore the life of the eating Siren. This also means that Flensers equally pull from Lethe's talents as Sirens, in particular their Control Conclusion.

The most important part about the Flensers practices is the flesh though, which goes further than simply Siren's. Mundanely speaking, all Flenser locations have the access of a meat locker and thus a potential source of Siren flesh. It goes without saying that at least a part of their pay is through flesh.

The Mermaid's Scars
Arguably amongst the first to join the Flensers around the world as a force and to strengthen that force through monetary means, the Mermaid's Scars make up the business portion of the Flensers Organization. They're responsible for the allocation of funds between the Enders and the Villagers, from both monetary and fleshy compensation. They're also responsible for the funding and direction for their mundane fronts of acquiring resources and bribing local politicians to allow them to be where they aren't supposed to, as well as burning the paper trails that they were ever involved in the first place if they get caught.

The Enders of Dreams
The Enders of Dreams focus for the Flensers is the simplest and most visible. They're responsible for bringing the Flensers dreams of progression into reality by creating the unique prosthetics and serums that make up Cybernetics and Gene Mods. They make the most out of the resources that the Flensers acquire from their harvests, and are tasked with finding new ways to wield them. They're also responsible for the shipment and handling of Siren Flesh, and they have the most idealist workers on board trying their hardest to unlock human potential. Someday, they claim, they will have no more need for Sirens to keep them youthful.

The Villagers of Fighting Fish

Last but not least, the Villagers of Fighting Fish are amongst the combat and hunter forces of the Flensers. These ones are the most prone to field testing whatever new Cybernetics the Enders have created, usually on whatever new resource they're digging up, and/or fighting back or hunting threats to their work such as Sirens. They're just as liable to be found on the streets stalking their quarry as they are on the front lines of whatever Quagmire the Flensers created. It should go without saying that they tend to take up physical attributes and merits, especially Swimming Mastery and the Rusted Iron Fighting Style.

Joining the Flensers

Joining the Flensers isn't as simple as joining any hunting organization. Siren flesh doesn't grow on trees ("yet", says the Enders), and each new person who joins is another mouth to feed. The Flensers have set criteria that requires some competence and excellence within either business sense and social connections, ecological science and biology, or athleticism. The above are the key qualities Flensers seek for the Scars, Enders or Villagers respectively. Working somewhere the Flensers are undercover is also a good way to get their attention.

Once they find someone with one of these qualities, the Flensers begin what they call "the business proposal". They begin recruiting the prospective person on some of their mundane facilities, trying to learn what kind of person they are, their values and the like. Those who show some level of ambition to rise above their normal talents, or in some cases whose level of brilliance shouldn't be lost to the ages, get approached for the chance of a lifetime, to be promoted up to Flenser status and doing so by eating Siren flesh. Those who decline this offer are almost always stuck in the mundane workforce as useful dupes for the rest of their lives or until they quit or are fired.

Once the prospective candidate has been slipped the Siren flesh and seen the effects is when the Flensers make their final judgement. Those who're found to enjoy being a step towards youth are brought towards the Flensers to tell what they're really about and what they never knew the day before. Those who show fear and disgust are more likely to be rejected to be approached, at best being fired and forced to find work elsewhere and at worst...well, if they can't get a Lethean with Sentient-Human-Control, then getting fired is the good option.

Siren flesh doesn't have to be the proposal given to a candidate. At least half of the Flensers were offered Gene Mods or Cybernetics instead to enhance their abilities or to give those missing certain functions the chance to regain them. To these people, the Flensers are their only support to keeping hold of their lost function(s) and gratitude for it's return. To the Flensers, they serve as an example of what they can one day bring to all of humanity.

Once the smokescreen is pulled, the Flensers seem to appear as a hierarchy and a meritocracy at the same time. Those at the top and/or who pull their weight gain more access to Siren flesh,

Gene Mods and Cybernetics as they please, whereas those near the bottom better pay well or work harder to get the same benefits.

Status of the Flensers

Of all things, the Flensers aren't anything like the secret cults that can dot the landscape of the World of Darkness, but nor are they so different from them either. Some of the things the Flensers have in common with cults is practicing supernatural acts, the higher in status the more "in the know" you are, and that you can gain benefits from association. The single difference however is that the Flensers are not committed to worship. They simply handwave the notions of the Song, Ceto and even Echidna (even though they've had more than a few hunts after her wayward children).

Regardless, there's great boons to being a Flenser. This encompasses what a Flenser receives for each dot of Status. It should be noted that this list isn't comprehensive, as the Flensers are more like long strings of companies tied together in the same rope. Each string will have it's own thread that makes up what it's capable of holding up. These are the merits of doing more for the organization.

Status 1: At this level, the Flenser has just started out in the business. The basic benefit at this level is simple access to Siren Flesh once per month. More wealthy companies might offer the Resources 1 merit for free to those displaying exceptional potential.

Status 2: A Flenser is now more entrenched within, has either aided other scientists in breakthroughs or gone on more than a few hunts with better hunters. At this level, the Flensers can be offered the Resources 2 Merit for free, as well as training within Swimming Mastery or Rusted Iron Fighting Style. It's also not uncommon for a Flenser to begin having a connection to the Celestial Ocean, be it through being taken by other hunters or developing it from eating Siren Flesh. A Flenser may develop the Watergate Keeper Merit for free.

As a small side note, it's not common for a Flenser to receive Cybernetics or Gene Mods at this level (at least by their own will), but they are considered viable to gain either of the merits.

Status 3: Your character has probably lead a hunt or two at this rate, or made a breakthrough in business or the genetic coding the Enders practice. Either way, your character is definitely in for the long haul now. Your character may choose to take up Gene Mods or Cybernetics, but only ever one of each. They may be allowed to access Siren flesh at least twice a month, and Resources 3 may be given for free as well.

Status 4: It's not common for Flensers to reach up to this level, at least within a normal human lifetime. But then again, with enough Siren flesh, Flensers don't have to live at the same rate as

human lives. To reach this level, a Flenser is required to be both long lived and a shareholder in the organization they work for.

Given this requirement, a Flenser may take up the Alternate Identity Merit for free. This keeps anyone else from finding out about long lived lives and connecting a history with a new person. Gene Mods and Cybernetics may be taken one additional time, the Flenser chooses when at Status 4, and they of course can be offered a near constant source of Resources 4. Some Flensers also report having a sense of deja vu in events, feeling as if they already knew they were going to occur. Or better yet, some also develop crystal clear memories of the past. Whether it's caused by Siren flesh or their engineering, who can say? Flensers may buy Common Sense and/or Encyclopedic Knowledge merits for half price.

Status 5: The Flensers who reach up this high have lived several lifetimes due to the flesh, are in control of major businesses, labs or hunting parties. They're the forces who keep the Flensers connected with each other and united as a whole. Some say that some of the original Flensers still live, hale and healthy as they were centuries before.

At this level, the Flenser may have up to 3 Gene Mods or Cybernetics at choice. They may gain Resources 5 for free. Finally, living so long on the flesh has attuned them to it. The Flensers at this level may develop the Unseen Sense (Siren).

Twenty Minutes Into The Future - Cybernetics and Gene Mods

As a part of their work, the Flensers have long since realized the problems with hunting Sirens is how woefully inadequate their mortal instruments are compared to their magic performances. Sirens have magic, biological augmentations, and various other tricks that few talented mortals can match. Not to mention the sheer difficulty of finding a Siren tucked safely away in her land form. As both a necessity to combat and improving the human condition, the Flensers have developed ways of experimentation upon both humans and the flesh, finding out their absolute limits and breaking past them.

As with all innovative scientific endeavors, the Flensers faced two major roadblocks. The most obvious one was the factor of being noticed in their work. When they were still forming within the 15th Century, science was facing oppression for "tampering with God's domain". At best it was simply taboo and at worst it could get a practitioner of science burned to death for being a practitioner of "witchcraft". In the present day, the problem is merely keeping their work secret so humans unaffiliated with the Flensers won't see Cybernetics still in testing.

The second roadblock had come along within the 20th Century with the formation of scientific ethics. Though a few Flensers argue it was a roadblock much earlier than that, as various studies

of ethical sciences preceded in the various eras beforehand, the earliest being the Hippocratic Oath of the Greeks. If they wished to truly exceed humanity's limits, they were required to break a few of those rules both legally and morally. The cost of studying genetic modification did include the factor of permanently disrupting the DNA of the test subject, and Cybernetics can go haywire while testing them. But like the horrid experiments committed by the Axis Powers of World War 2, the Flensers experiments yielded results that advance medicine and technology. These practices, in combination with secrecy and breaking of scientific ethics, is what has lead the flesh hunters to create their arsenal of Gene Mods and Cybernetics.

Gene Mods, short for "Genetic Modifications", are exactly as it sounds like. The Flensers manipulate strands of DNA within a test subject to get a desired end result. This could be unlocking physical genius, changing pigmentation or even implanting certain abilities only other species have with the only real limit being how far the Flensers' resources and scientists can uphold it. Not all things come without their costs, and this still goes for Gene Mods. For some reason, they accelerate cell growth and decay while the changes are being brought onto test subjects. The scientists are working on why this is so, but in any case the users of a gene mod tend to find that the part modified has~~ve~~ aged faster than him with all the complications of the part having an advanced age. The Enders are working on reversing this, but in the meantime the only cure is eating Siren flesh and/or injecting it into the afflicted part.

On the other hand, Cybernetics are enhanced mechanical prosthetics or implants that replace a limb or organ the user owns. They're all made to be attached to a human being and tend to be customized to appear as close to the actual part(s) of the human they're replacing. To function, a prospective Flenser requires the AusBiotech Neural Processor in order to grant neural feedback between installed Cybernetics and human reflexes, thus allowing a human to use a mechanical arm like it really was their own arm. Some Cybernetics require more electrical power, to which case the applicant also requires the AusBiotech Batteries in order for these cybernetics to function. Given the size of these batteries, only 3 may be implanted within a human body, and each of them hold two charges worth of electricity.

It should go without saying that Gene Mods that affect a part that is replaced with a Cybernetic will not function. You cannot affect the skin if it's synthetic or grafted on. It should also go without saying that Cybernetics are machines and thus require upkeep. They are not self-repairing and require the attention of the Enders to fix any damages to them. Although any Flenser can attempt fixing it so long as they have a dot of Crafts and a Cybernetics Specialty.

Genetic Modifications

This list of Gene Mods is available to all Flensers who consume the flesh. This list shouldn't be taken as comprehensive, as the Flensers are continually making new ways to twist and bend DNA. Beneath each Gene Mod is an "Age" section with a unit of years next to it. This is meant

to symbolize how many years of accelerated aging that the part goes through. Anyone who takes a Gene Mod upon themselves may reverse their age through eating Siren flesh or allowing it to eat through the Flenser's Flesh Eater Condition stacks.

In all cases, anyone who partakes in a Gene Mod gains the Genetically Modified Persistent Condition. The Condition tracks the number of Gene Mods the person is using, what bonuses towards what attributes, skills or merits it bestows upon them are and how long they're active for. In most cases, a Gene Mod's effects last about two and a half months. If the mod affects a roll by adding a bonus towards an attribute or skill, then every 15 days the Flenser loses a single +1 bonus. When it hits 75 days, or rather two and a half months approximately, the Gene mod completely wears off. Using a Gene Mod multiple times does not increase it's duration or potency at full strength, but when it's starting to wear off then using secondary dosages merely increase the duration and potency back to how it'd be if the Flenser used the Gene Mod the first time. Merits are the exception to wearing off. They do not lose any potency until the Gene Mod fully wears off.

It's said that some higher up Flensers may have use of permanent versions of the Gene Mods that do not wear off...but like most rumors, there'res few points where one can confirm or deny such things and most Flensers call it wishful thinking for now.

These are examples of some of the widely available Gene Mods.

Adaptive Bone Marrow
The molecular structure of the character's bones is altered to include liquified Siren flesh broken down into proteins and other vitamins to create a rejuvenating effect that even the Sirens themselves don't generally possess. This Modification grants the Quick Healing Merit. If the character already has the Merit, then the effects stack, allowing a character to heal in a quarter of the time that it would take for normal people to heal.

Age: 3 Years

Arm Elasticity Enhancer
Making manual use of things tends to be a requirement for most people, and the Flensers are better than most people. Upon taking this Gene Mod, the Flenser may choose the Ambidextrous or Double Jointed Merit. They gain that merit for free. This Gene Mod may be taken twice to gain both Merits.

Age: 3 Years

Balance Augmenter
The Balance Augmenter enhances the inner ear's natural balance mechanism. The user receives a

+1 to +5 bonus dice (depending on how much of a dosage is available) on all tests involving balance, such as climbing, walking across a narrow platform, landing after a jump, and so on

Age: 1 Year per number of bonuses added by the dosage to a maximum of 5.

Ear Dampers
The Ear Dampers protects the user from sudden increases in sound as well as damaging sound levels. The Ear Dampers adds a +1-5 Bonus (depending on the dosage taken) to resisting sonic attacks, including flashbangs as well as any rolls to resist the application of Verses performed through auditory methods against them.

Age: 1 Year per bonus added by dosage to a maximum of 5.

False Face Mod
The False Face allows the alteration of one's features similar to plastic surgery except on a much quicker, if not cheaper, scale. By manipulating genes and relying on the restorative aspect of the Siren body's attributes, the Flenser can change his or her physical features to a lesser extent, allowing him or her to change his or her face and apparent age by spending a point of Willpower.
Drawback: Notably, they cannot change hair or eye color with this Gene Mod; it's far from perfect yet. What's more is that it stresses the body when alterations happen and any change made inflicts a point of Bashing damage on the user.
Age: 10 Years

Synthetic Gills
This treatment relies on extensive gene-therapy and bioengineering to alter a subject's lungs under a prolonged period of time and to reach the level where their lungs can operate as Gills underwater. It grants the Strong Lungs Merit and counts the effective Stamina rating of the character as being 10 for the purposes of determining how long he or she can remain underwater without going up for air.

Drawback: As much of a "must have" as it sounds for any serious Flensers, it does not come without problems. The lungs are heavily stressed by the gene-therapy and require~~s~~ multiple sessions that are~~is~~ stressing on the body (Bashing Damage kind of stress). Once completed, the character loses 10-Again on sprinting rolls as the lungs grow sensitive due to the nature of the abuse they endure during the therapy. Understandably, most Flenser teams inland operate with only one or two members with this Gene Mod and generally rely on tactics to drive the Siren into "controlled waters" where their underwater teammates await for the target to jump in.

Age: 20 Years

Genetic Growth Spurt

This Gene Mod heightens the character's cellular growth rate, granting them a second growth spurt and a foot (or two) in height. The character gains the Giant Merit. If the Character already has the Giant Merit, they become Size 7 and one more box of health.

Drawback: Should the character have the Giant Merit and take this Genetic Mod on top of it, the drawback should be obvious. Almost all of the character's clothes will need to be homemade or tailored and fitting through small spaces is practically impossible. Not to mention they will likely stand out in crowds and maybe get a recommendation for Guinness Book of World Records.

Age: 5 Years

Hearing Enhancement

This Gene Mod allows for the improvement of a character's sense of hearing by strengthening the ear nerves. It does little against hearing impairment caused by foreign objects or problems with the ear canal, but it can cure or else aid against hearing impairment caused by nerve-related issues (known as "Sensorineural Hearing Loss"). The character gains a +1 to +5 Bonus (depending on the dosage taken) to all Perception rolls involving hearing, but also becomes more vulnerable to Siren Verses. This Gene Mod is incompatiable with the Ear Dampers, and the modifier may be increased with further doses.

Age: 1 Year per number of bonuses gained to a maximum of 5.

Immunity Booster

The last thing the Flensers like is having a hunter or scientist sick on the job, so one of the first things they've developed is the ability to enforce the flesh to make them immune to such. This Gene Mod is often taken in the form of an injection, and once taken, the character gains the Hardy Merit at one dot for free. This Gene Mod may stack with any prior gained dots of the Hardy Merit, up to a maximum of 3 dots.

Age: 1 Year per dot gained to a maximum of 3.

Muscle Replacements

Why take the time to exercise when you can just install a physique? This Gene Mod involves Vat-grown synthetic muscles replacinge or augmenting the character's own, and calcium treatments and skeletal reinforcement contribute to his or her overall strength and/or stamina. The character must choose either their limbs, legs or torso when taking this mod. If they chose their limbs, their Strength ~~becomes~~ increasesd by +1 to +5. If they chose their legs, their Dexterity increases by +1 to +5. If choosing their torso, their overall healthiness increases granting +1 to +5 to their Stamina. A Flenser may take all of these modifications at once. The chosen body parts also do not suffer wound penalties in actions where he or she uses whichever

part of their body that is Modified.

Drawback: The process and development is not yet perfect and the muscle replacement does the nerves no favors. Arms and legs modified with the Muscle Replacements cannot feel pain. Sounds awesome right? Well yes, but the problem lies in using the parts. The character cannot feel when he or she is overstressing their body and as a result will risk inflicting Bashing Damage upon him or herself when taking on tasks that are stressful. For example attacking while wounded might start inflicted Bashing Damage upon him or herself as they strain their bodies beyond what it can handle, knowingly or otherwise. What's more, the process is irreversible unless the limb is replaced with a Cybernetic.

Age: 2 Years per +1 gained regardless of attribute chosen.

Palette Swap Mod

Like the False Face Mod, the Palette Swap mod allows for a Flenser to change their appearance. Unlike the other mod, Palette Swaps use is much more cosmetic in nature. This mod is taken in the form of several treatments, to which each one can change the character's hair color, skin color, or even eye color.

Drawback: Like with most forms of plastic surgery, the changes caused by the Pallet Swap Mod tend to be hard to reverse. The changes will remain even if the character is off the Gene Mod, and the only way to change further is by using this Gene Mod once more.

Age: 1 Year

Taste Booster

The Taste Booster was created as a result of two points of research the Flensers came up with, both the factor that supernatural abilities that hide oneself don't tend to cover the sense of taste and the idea of how snakes smell the air through their tongue. With but a flick of their tongue, the Flenser may make a perception roll based on Taste within a two meter radius of themselves.

Age: 1 Years

Tough Skin Modifier

The Flenser's skin is genetically modified to be preternaturally strong, protecting against mundane punches or pains. The Character is considered to gain the Iron Skin Merit at two dots for free. If they already own this merit, then they gain the Four Dot version of the merit instead.

Age: 4 Years or 8 Years, depending on the version of the merit taken.

Toxin Extractor

A specially cultivated cluster of cells in your liver improves its filtering capabilities. The toxin extractor grants the Toxin Resistance Merit to the character and reduces damage inflicted by harmful gas by reducing its toxicity rating by 2. If the Character already owns Toxin Resistance, they gain a further +2 bonus to resisting toxins and drugs.

Age: 2 Years.

Unmovable Wall Enforcer
The Flensers are required to withstand environments that most other humans can't survive in, be it within the Celestial Ocean or the mundane ocean. This Gene Mod grants the Iron Stamina Merit at one dot for free. If the character already has the Iron Stamina merit, it adds on another dot to the merit rating for the character up to a maximum of three dots. Using this when the character bears Iron Stamina 3 has no effect. This Gene Mod can be used multiple times to grant the full Iron Stamina 3 Merit.

Age: 1-3 Years, depending on the number of dots gained.

Vision Magnifier
Improves the visual quality of one's eye-sight. This Gene Mod can cure the Bad Sight Flaw (though not the Blind one.. yet) and allow greater Perception for the enhanced person. The user gains +2 on sight-based Perception rolls, and any Penalties induced by distance is halved rounded down all the way to zero. If the character had the Bad Sight Flaw, the Bonus is reduced to +1.

Age: 2 Years

Cybernetic Modifications
Just like Genetic Modifications, Cybernetic Modifcations are many and varied and shouldn't be considered as comprehensive. As noted above, to use Cybernetics the prospective character requires to own the AusBiotech Neural Processor to allow the prosthetics to interface with their nervous system. Some Cybernetics may have a cost in "Charges", to which end requires having one or more AusBiotech Batteries installed within the Flenser as well.

It should be noted that Cybernetics are prosthetics that can replace limbs or other things within a Flenser's body. As such, once installed a Cybernetic is usually kept within for life, giving the modified Flenser the Cybernetically Modified Condition. If any attempt of removal is made, damages sustained in deinstallation are permanent unless the character receives extensive surgeries or extensive magical help to replace their organs. They are designed to look and feel like human body parts, but Flensers should still take caution. Afterall, nobody's used to machine arms except within the movies.

Taking up a Cybernetic is a breaking point at -1 modifier, but this is only ever suffered for taking the first Cybernetic. Afterwards, the character doesn't need to make any breaking point rolls for taking up further cybernetics. All Cybernetics have a Durability equal to the users Stamina.

Required Cybernetics

These Cybernetics are required to make use of plenty of the Cybernetics that Flensers make use of.

AusBiotech Neural Processor

In order to make use of the variety of Cybernetics available, a character ought to have a neuralware processor installed in his or her cranium alongside the mandatory AusBiotech Batteries. The processor controls all neural feedback. This includes neural reflex boosters, interface plugs, wireless and wired links, sensory Cybernetics, minicomputers and chipware. It's important to note that many Cybernetics, particularly those placed in the cranium, are dependent on the Neural Processor. The most popular Neural Processor is developed and distributed by, you guessed it, AusBiotech, though they don't have a monopoly.

Effect: This allows for a Flenser to make use of Cybernetics introduced to their body and control them as if they were natural parts of their body. This Cybernetic is attached within the Brain and extensively attached to the Brainstem and the Cerebellum. Wires can be attached and fed throughout the body to attach to other Cybernetics.

AusBiotech Cybernetic Batteries

Another primary export of AusBiotech is AusBiotech Cybernetic Batteries. Made of an alloy of cobalt-chromium and titanium, these batteries are installed within the lower back above the pelvis. Each Battery is well insulated and perfectly made to exist within a human body for a loooong time.

Effect: The Batteries grant the Flenser a pool of Charges, to which they may reflexively spend to power any Cybernetic that calls for a cost in Charges. Each Battery grants 2 Charges each, and a Flenser may only have up to three batteries in their body at one time.

Cranial Cybernetics

Silent Telegram Communications Package

The Silent Telegram Communications Package, or STCP for short, enables users to send and receive audio messaging through implanted collinear and vibration detection devices. In other words, this is almost like a built in cellphone that is virtually invisible. Given the talent behind the creation of Cybernetics, the STCP cannot be completely jammed by cellphone jammers. Only the most high tech jammers will input a -2 penalty to perceiving what is being said.

Cost: The STCP does not cost any Charges, but it does drain one Charge per day it isn't recharged.

Effect: The STCP allows for making and receiving calls like a regular cellphone. The STCP may be upgraded along with the EyeSeeYou Cybernetic to receive or make video messaging instead, but it costs a Charge to make use of this.

EyeSeeYou Cybernetic Package

The EyeSeeYou Cybernetic Package is an implant that replaces the user's eye with a cybernetic one, which can in the circumstances that count for it cure blindness by replacing a bad or malfunctioning eye. By interfacing directly with the synthetic neural tissue spike that is connected to the optic nerve, it provides the implanted prosthesis with the ability to match visual silhouettes and body kinetics to micro-thermograph and t-wave lens modules, thus providing a limited degree of "x-ray vision" through walls and light cover. The character using this may also spend a point of Charge to have the lens automatically modify according to the amount of perceptible light, allowing the user to have the most optimal vision no matter what the circumstances. In other words, they can eliminate penalties according to sight.

Cost: Costs 1 Charge to activate the X-ray vision or eliminating vision based penalties.

Effect: ESCP allows for a Flenser to eliminate penalties based on sight based perception rolls and even gain limited x-ray vision for a scene. If the Flenser has both EyeSeeYou and STCP, they receive an upgrade which allows them to receive video messaging.

EyeSeeYou Identification Tagger

The EyeSpy Identification Tagger is a scanner upgrade to the EyeSpy Cybernetic Package. The Identification Tagger allows for the Flenser to scan a Cybernetic's barcode (or in the case of another Flenser using ESCP, looking directly into the other's eyes) to see who the Cybernetic belongs to and/or as a simple way of making sure that the identity matches the user. Each Cybernetic has its own barcode which is attached to its own user. The Tagger may also be used to check DNA samples of substances and see what it's made up of. This tends to be used to tell if a target is a Siren or not, but the database the Flensers have has all kinds of materials that can be identified.

Flenser Rebellion Suppressant

One thing the Flensers would not admit is the number of rebels who turn on them and support the Sirens they hunt. Be it by their sullen songs that sing people to their dooms, the Flensers offer this in order to quell rebellion and keep their hunters loyal to the cause. This cybernetic is installed into the nucleus accumbens and striatum parts of the Brain, which releases dopamine into the brain whenever the Flenser is acting on the behalf of the Flensers or resisting that which would make them leave the Flensers.

Cost: This drains a point of Charge for every 5 attempts to drive a Flenser out of their line of work. The Flenser may spend a point of Charge to allow their spent points of Willpower grant them a +5 Modifier instead of +3.

Effect: Wherever it may apply, the Flenser gains a +2 bonus to attempts resisting being turned away from the Flensers. By spending a point of Charge, the Flenser may release dopamine within their brain and for the rest of the Scene, anytime they spend willpower they gain a +5 bonus instead of the +3 bonus. It's not uncommon for Flensers to use this as a means of recreation, but this Cybernetic can be dangerous. Using too much of this Cybernetic can cause addiction to the artificial pleasure and zeal it creates, which can make Flensers go insane. More than a few of the Flensers who own this Cybernetic are insanely loyal to their patrons just to get more liquid love to light up their brains.

IhEarYou Ear Implants

The IhEarYou Ear Implants are Cybernetics placed within the recipient's Inner Ear on both sides, which can correct both bad and lost hearing. This Cybernetic can adjust hearing levels to optimal quality like the ESYCP, making difficult hearing, vertigo and tinnitus as a thing of the past! It also allows a Flenser to tune into radio frequencies and listen into other communications, hearing them as clear as day even in the deepest depths. The Flenser may of course adjust his hearing to the point of being deaf, which the only thing that's possible to hear is the Verses that Sirens use.

Cost: Costs 1 Charge to adjust hearing levels to eliminate hearing penalties or grant bonuses, and to listen into radio frequencies.

Effect: Eliminates hearing based penalties or grants bonuses. If the character has the STCP Cybernetic, they may relay sound through it as if it were a tape recorder. Of course, the recorder is held within the closest Flenser base of operations which keeps track of all messages relaid.

TasteTester Tongue Implant

The TasteTester Tongue Implant is a Cybernetic that replaces the Flenser's tongue, and it may correct lost or bad taste. This Cybernetic is also interfaced with the subject's gag reflex and vomit reflex. When an object is placed onto the tongue, the implant detects the DNA of whatever it touches and determines its composition and the like. An added bonus is that if the DNA is seen as detrimental to the owner in question, as in various poisons and such or having one too many drinks or drugs in the system, the TasteTester will automatically spend a point of Charge to force the Flenser to throw it up through forcing the gag reflex.

Cost: Costs 1 Charge to force vomiting.

Effect: Detects the DNA of substances (which is sent to the closest Flenser Base for recording) the Flenser eats and, if the substance is harmful to the Flenser, they can spend a point of Charge (or it's drained if the Flenser still tries to take it anyways) to vomit the substance on the spot.

Limb Cybernetics

Viventis Limb Cybernetics

The Viventis Limb Cybernetics are the hallmark of Semperque Viventis Firm in Hawaii, to which end they are artificial limbs built on the advanced framework of arm prosthetics and more temporally resilient metals. In the place of muscles and fibers, the Enders of Dreams have created mechanical equivalents that can mimic the actions of muscles. But due to being Cybernetics, they can be made quite stronger than normal muscles.

Usually, a Flenser requires some level of treatment and therapy to begin using their limb cybernetic like it's the organic equivalent. Not to mention how these Cybernetics can perform feats well out of the grasp of an unmodified human.

Cost: None. The user of an Arm Cybernetic may spend one Charge increase their Strength by +1 for each Charge spent to a maximum of 5 for a Scene. The user of a Leg Cybernetic may do the same except with their Speed instead of Strength.

Effect: Replaces a limb with a cybernetic version which can increase the strength of their arms or speed of their legs.

Drawback: Replacing your flesh with machinery isn't necessarily a bad idea, but nor is it a good one either. Cold metal cannot grow stronger and change like flesh can. Not to mention how the arm is always made to match the original strength of the user's arm (even though they're a string of corporations linked together by Siren flesh, they are still separate for the most part and good materials are expensive).

As such, the Flenser with this Cybernetic puts a "lock" onto their Physical Attributes at whatever they were when they recieved the Limb Cybernetic. It is possible to buy an upgrade to this cybernetic to increase the Physical Attributes rating, but to do so, they must pay up in more than just experience. It costs a number of dots in Resources to increase the rating for all of the attributes at once. For example, a Flenser at Strength, Dexterity and Stamina 2 desires Strength 3. They must give up Resources 3 worth of money to receive the upgrade to being able to access Strength 3. As a bonus though, they're now free to increase their Stamina and Dexterity up to 3 as well with mundane experience, for raising the limit of all of their attributes.

There isn't a way to increase Physical Attributes to 6 and above. Only for mundane humans that is.

EyeSeeYou-Viventis Arm Targeting Module
This Cybernetic acts as an upgrade to the EyeSeeYou Cybernetic Package and the Viventis Arm Cybernetic, giving the Flenser's cybernetic arms and eyes better reflexes in targeting and hitting their target. The Flenser is considered to always have a +1 Aiming Bonus in combat, and when they take a turn to aim, they gain the full +3 Bonus. This applies for both Melee and Ranged attacks.

Cost: 1 Charge to turn on the automatic aiming and reflexes system.

Effect: Grants an automatic +1 to Aim when turned on and grants +3 when taking a turn to aim.

Unstoppable Force Fibers
This Cybernetic is an upgrade to the Viventis Arm Cybernetic, which further toughens up the arms of the Flenser allowing them to do damage no human has been capable of inflicting without special training. When using brawl, the Flenser may inflict Lethal damage instead of Bashing.

Cost and Effect: 1 Charge to harden the muscles and cause Lethal Damage with Brawl.

Stunning Arm Technique
This upgrade allows the Flenser to channel their charges into a blast of electricity, made to harmlessly stun whatever they touch and knock them out cold. This Cybernetic is highly prized amongst Flensers, allowing them to capture Sirens without worry of destroying the valuable flesh.

Cost: 1 Charge

Effect: By touching the target in specific areas (which may require a Strength + Brawl - Target's Dexterity in combat), the Flenser may put a part of the target out of commission for the scene. Touching a limb inflicts the Arm/Leg Wrack Tilt, touching anywhere else simply inflicts the Stunned tilt. Touching the head knocks them unconscious and when they wake up they suffer the Insensate Tilt for the scene afterwards.

Tech 9 Flechette Fingers
The hands of the Flenser's Arm Cybernetics are somewhat hollow, capable of holding clips of bullets or flechettes depending on choice. The Flenser's arm(s) can be wielded like a gun. The clip can change depending on whether the clip contains bullets or flechettes, but Lethal Damage is inflicted either way. To use, the Flenser must hold out their arm with their index finger pointing towards their target, and they must pull in their middle finger to fire the shot.

Cost: 1 Charge to activate the gun.

Effect: The Gun depends on the type of ammo used for it. In the case of bullets, the clip can hold up to a clip of 10+1 and it has a range of 20/40/80. In the case of Flechettes, their compact nature gives a bigger clip of 15+1 and it may hold a range of 10/20/40. The bonus of Flechettes is that they may be used underwater as well.

Advanced Knee Replacements
This Cybernetic is an upgrade to the Viventis Leg Cybernetic, which further toughens the legs of the Flenser allowing them to survive falls no normal human could. The character who activates this upgrade instead suffers one bashing for every 6 yards fallen, and even then they only ever take bashing damage from fall damage.

Cost: 1 Charge

Effect: Nearly eliminates the threat of fall damage from high velocities.

Silent Speed Mechanism
Available only to the Viventis Leg Cybernetics, this upgrade Cybernetic fine tunes the mechanisms within cybernetic parts, forcing their silence and muffling sounds the Flenser makes. The Flenser gains 9-Again on Stealth Rolls when they activate it.

Cost: 1 Charge.

Effect: Grants 9-Again to Stealth Rolls.

Immovable Wall Fibers
Like the Unstoppable Force Fibeers, the Immovable Wall Fibers are enhancements to the Limb Cybernetics. Unlike Unstoppable Force, Immovable Wall focuses on the Leg Cybernetics and focuses on being grounded in one spot, moving to no one's will.

Cost: 1 Charge
Effect: When paying the Charge, the Flenser's feet become attached to the ground they're on, giving a +2 Bonus to Defense.

Limbs-2-Fins Enhancement
Available only to Viventis Limb Cybernetics, this upgrade is greatly enjoyed by the Villagers of Fighting Fish, able to shift their feet into flippers, web out their hands and grow mechanical fins on their arms, this gives them just as much an edge in the water as Sirens do, leveling the playing field so to speak.

Cost: 1 Charge to shift in the flippers and another to change back.

Effect: Grants 9 Again on Athletics rolls dealing with swimming.

Torso Cybernetics

Proteus Corp All Purpose Respiratory System

This Cybernetic is an attachment upon the Flenser's neck and respiratory system, using water-to-oxygen filtration devices to allow a Flenser to accomplish the impossible: breathing underwater or anywhere they like. The Proteus Corp All Purpose Respiratory System does have it's limits though: it can only draw oxygen from environments that can hold it. Places without oxygen will not provide any, and the Flenser will begin to suffocate. The process of drawing other air or water into breathable oxygen is also taxing on the machine, allowing it to only work for a scene before it needs another charge to be active.

Cost: 1 Charge.

Effect: Allows the Flenser to breathe in any environment so long as it contains oxygen.

Proteus Corp Voice Synthesizer

This Cybernetic is attached within the Flenser's voice box and vocal chords, allowing them to tune their voice to whatever they desire and even to the point of disguise should they wish.

Cost: 1 Charge to change your vocal range, remains as such until paid again.

Effect: Changes the Flenser's voice.

AusBiotech Energy Converter

This Cybernetic is either attached to or replaces the stomach of the recipient and attaches to the AusBiotech Batteries directly, converting fats, proteins and sugars into electricity instead. In other words, eating food regains Charges. The Flenser may also choose to spend a willpower point to have the converter consume the fat within the Flenser's body and mak~~ing~~ it into Charges, but this process wracks the Flenser with 1 Lethal. This Cybernetic can be popular amongst Flensers of Status 2 and up, as it's an easier alternative to losing weight the old fashioned way.

Cost: 1 Willpower to convert fat into Charges, but otherwise contains no cost.

Effect: For each Size of food a Flenser eats, they regain an equivalent amount of Charges.

Proteus Self-Termination System

The Flensers cannot risk their Cybernetics going public until the public is ready to receive them, which is still many years off. Though most Flensers retrieve any lost scrap used in Cybernetics from their fallen comrades, some Flensers simply have too many Cybernetics at once that can't

be taken away from a scene quick enough. To this end, this Cybernetic has become commonplace to implant within those who cannot be taken away from mundane eyes fast enough. It's better to simply destroy the evidence than to let it come to light.

Cost: No cost, but this Cybernetic requires the Flenser to be knocked unconscious by physical trauma and/or killed by outside forces.

Effect: Upon the death of the Flenser with this Cybernetic, they automatically explode with a Blast Area of 4 and a Damage equal to the number of Cybernetics the Flenser owned.

Sirens with Gene Mods and Cybernetics?

Perhaps the biggest question out of this section is: "If humans can make use out of Cybernetics and Gene Mods, can Sirens make use of them too?".

The answer to this question is a complicated "yes". Yes, Sirens can be equipped with Gene mods and Cybernetics. For Genetic Modifications, Sirens do suffer the aging problems that Flensers do, although it's alot less of an inconvenience due to their 300 year lifespans. Sirens may reverse the changes by eating other Siren's flesh.

For Cybernetic Modifications, the answer is more troublesome.Yes still applies because a Siren can make use of the Cybernetics like a human can, and may even carry them into Diluvian Form (the Cybernetics are all waterproof as a requirement). The problem with this is that the Cybernetic may replace a part the Siren bears an Alteration on, and woe to the Siren who replaces her Legs without owning the Amphibious Legs Alteration. Not to mention how a Siren's physiology is a bit different, so it's not unheard of for Sirens (mainly that of Lethe) to enter unbearable pain while in Diluvian Form due to parts not connecting correctly.

Due to this, it's incredibly rare to see Sirens with Cybernetics. Mostly due to the factor that Flensers are HUNTING them, but even amongst their only Siren allies in Lethe are they rarely used, thinking it better to make use of Gene Mods than to use Cybernetics.

Quagmires

It had been ages since the construction site had been attended to. For some reason, each time they attempted to rework the land, a freak accident occurred. It started out as minor, like tools going missing or electrical equipment shorting out. But it soon grew to greater extents. Equipment started breaking on the very things they were supposed to break down and

repurpose. Construction equipment flat out stopped working, and the power lines were cut. The construction team had stopped production entirely when a crane died, and the beam it held fell and killed a worker. They needed more supplies, more equipment, and more goddamn pay.

When they returned to the land, they were all shocked. It looked as if all of their construction had been reversed, covered in new greenery to replace what they've cut down. But the most peculiar thing was the man entangled in vines in the middle of it all. The corner said he died shortly after the construction left, and yet for the entire two months they had left, he still looked completely alive...

It is usually believed that, in the grand fight between nature and civilization, that civilization has the upper hand. It carries the means to wipe out nature in droves and take all it has for itself. But nature needs to heal itself, for without it, all of existence will surely die. Sometimes nature gets its wish. But in most cases, Civilization continues to take without allowing nature to heal, or their leftovers continue poisoning the landscape long after their departure.

To say that Nature doesn't respond is like saying the Styxians are not pissed off at it's defilement. Nature is not silent in its torment. The rage and pain it feels merely grows and festers, until it's strong enough to give rise to a Quagmire, which in turn creates a Fury as it's physical manifestation.

As far as Sirens believe, they know they are a mix between land and sea. If Ceto is the mistress of the Sea, then is there potentially a possessor of the Land? As far as the Furies speak, there is. They weep at their own pain and torment brought on by Civilization. Quagmires arise when it says "that's enough" and Furies exist to enforce their will and bring bloody vengeance against humanity.

Creating the Floodgates

Quagmires are places saturated with pain and resentment of nature's defilement. This has no correlation to spiritual or moral defilement (of all things, morality is the one thing that nature is devoid of), but the violation of being torn apart without respect towards what has been taken or where it was taken from. They are essentially born from the disrespect for nature, be it simple littering or the systematic destruction of the landscape for resources. The defiler's reason for or knowledge that they're damaging nature doesn't matter..

The creation of a Quagmire relies on two factors: their Resentment and Spite. Resentment is the equivalent of Size for Quagmires. The smallest of Quagmires may be the equivalent of a small forest clearing, but the largest (Size 5) may cover entire forests or stretches of nature. Like with Size for humans, Resentment also applies to its overall health and hold over the area, which consequently means that Quagmires can be taken down.

All Quagmires have a number of health boxes equal to their Resentment. If these boxes are all filled, then reduce total Resentment by 1 and clear the boxes. If Resentment falls to 0, the Quagmire dries up and it's influence on everything dies. But like the emotion it's named for, Resentment always festers until it can be quenched. If some boxes are filled in a Quagmire but not enough to reduce Resentment, then clear one box per day the Quagmire goes without any damage. If Resentment Boxes are full, then it's Resentment begins to feed it's development. For each 7-Resentment days that pass (this cannot go below 1), the Quagmire gains one point to spend on Spite, Resentment, or strengthening the wildlife in it's area.

Spite covers the level of influence the Quagmire holds over the area, namely the Anathemas it contains. It is used to act as a detriment towards any further acts of defilement and aid all attempts that would aim to take out those who would attempt to defile it further. It also uses it's ambient energies to ensnare all life forms within its grasp to work for its own ends, empowering them and giving them strength.

Cultivation of a Quagmire requires acts of taking from nature without respect for it. In a sense, it's the same as acts that would cause a Siren to lose touch with her Nature Stability. The longer the list of sins one racks up, the less effect any Dissonance of Nature seems to actually matter and the same applies to Quagmires. Consult the following tables for what acts would create and upkeep a Quagmire.

Act of Nature Dissonance
Slight Disregard: Littering, minor bits of pollution that cause only miniscule bits of harm
Minor Disregard: Harming animals or plants for no justifiable reason. (Hunting for Sport)
Moderate Disregard: Causing significant inconvenience to animals or plants (e.g stripping bark off of trees, hunting where it's needless, etc), disrupting natural regrowth.
Intermediate Disregard: Intentional pollution, deliberately not allowing the land to heal for any reason.
Heavy Disregard: Actively ravaging the land for resources, damaging the land beyond repair. Animal Cruelty.

Acts of Nature Dissonances	**Spite Rating Chart**

	0-4	5-9	10-14	15-19	20+
Slight	1	0*	0	0	0
Minor	2	1	0*	0	0
Moderate	3	2	1	0*	0
Intermediate	4	3	2	1	0*
Major	5	4	3	2	1
The "0*" means that though committing the act will not yield any points, doing them many times over long periods of time can eventually create a point.					

Consult the Spite Rating of the Quagmire when an act of Dissonance is performed within its area of influence to see how many new points that the Quagmire may spend. Spite can be increased by spending 1 point. To increase Resentment, and therefore size, a number of Points must be spent equal to the new amount of Resentment.

For an act to create a point, it must be committed by a sapient being who has the free will to choose to harm the land. At the Storyteller's discretion, other beings can also create Quagmires, such as Spirits that symbolize pollution and disrespect towards the land, or more esoteric things like a Promethean cultivating his Wasteland to ruin everything around him. If other types of Supernatural beings have Quagmire like mechanics, such as the Taints the Creatures of Darkness in Princess the Hopeful can create, then it's up to the Storyteller if they're the same thing with different names, two effects that can happen simultaneously, or can otherwise make the systems work together.

For each dot in Spite, the Storyteller may select one Anathema. Just as pollution rips away at nature, Anathema work in turn to rip back at civilization. They take the form of maledictions that affect people, animals and plants within the Quagmire. If a person steps in with the means to further defile the Quagmire, he finds his abilities to do so failing, the very flora, fauna and animals work against him. Those who act out the Quagmire's resentment, be they animal, human or otherwise, find their efforts further benefited by the Quagmire's Spite.

The Quagmire's Anathemas can be bypassed if the being plans on giving into anger or to help further the Quagmire's hateful cause. In many cases for acting out on anger, which include assault, murder, torture and other things, it's a Breaking point. However, if a person is low enough in Integrity or Civilization Stability, then they can be exempt from this roll with ST approval.

The Quagmire may hold as many Anathemas equal to it's Spite rating. Should the Quagmire lose any pieces of Spite, then the anathema attached to it is released as well. These curses also automatically dissipate if the Quagmire is cleansed, and they may stack atop one another unless said otherwise.

- **Attributes:** The Quagmire makes it harder to act. It reduces ability to resist and run away, it lowers intelligence to that of animals, and makes all ability to communicate to the equivalent of barbarian speak. All uses of a chosen Attribute are made with a -1 Penalty. A Quagmire may have multiple copies of this targeting different Attributes.
- **Skills:** The rolls of a chosen Skill are reduced, bringing man back to the lizard brain they all once held. All rolls with the Chosen skill are made with a -1 Penalty. An Attribute + Skill dicepool can also be declared as a single skill. As with Attributes, this Anathema may have multiple copies targeting different Skills.
- **Specialties:** The Quagmire declares two types of Specialties, bringing those who use them back to the inadequacy they had as primates. The Specialties bonuses cannot be applied, and instead they each face a -1 penalty.
- **Defense and Health:** Nature's hatred is terrifying. It constantly spews spores or has many vines that constrict opponents. It's a world where the Quagmire is predator, and those who step in become prey. Reduce Defense and Health by 1, to a minimum of 0. If a being is reduced to zero Health, the being is treated as if their last health box is filled with Bashing.
- **Speed:** Those who step into the Quagmire cannot find their footing. Afterall, those who serve the Quagmire are always bound to be the fastest predator. Reduce Speed and Initiative by 1 to a minimum of 0.
- **Eternal Dissonance:** The Quagmire's screams shake the Song, making it dissonant and distorted to those who can hear it. All Stability rolls in the Quagmire take a -1 penalty.
- **Disturbing the Inner Peace:** The Quagmire unsettles all Sirens, subtly but surely. All Sirens in the area take a -1 to all rolls to resist Maelstrom.
- **Forest of Eternal Night:** The Quagmire's rage isn't always subtle and festering. Sometimes, it's always raging and apparent and ends when you simply leave it. When this Anathema is first gained, the Quagmire gains a single Environmental Tilt that's appropriate for it. It always starts out at one Extreme Level, and while the Quagmire remains, so too does the tilt. The Quagmire can spend more points into this anathema to increase the environmental level of the Tilt.

Plague of Prejudice

Hatred is infectious, but it's supernaturally so for a Quagmire. For it, the simple act of it existing is sustained on hatred and resentment until it can be appeased. It reaches forth to taint weaker souls to act in it's immobile place. The effects this has is different for animals or humans.

When an animal walks or lives within a Quagmire, it begins to deform into something more monstrous, a tool to carry out the Quagmire's vengeance. It's considered to count the Quagmire's Anathemas as bonuses instead while within it's range of influence, and it'll automatically lash out against any civilized being that enters the Quagmire, save Sirens. A Quagmire may also taint an animal by spending unused points of Spite to increase its Attributes, Size, Defense, Health, Initiative, Armor or Speed on a 1:1 basis. The boost to these traits remains indefinitely while the Quagmire remains or the animal is within it's range of influence. Should an animal leave, they have a number of days equal to Resentment before they lose all benefits and it's influence.

For animals whose home is that of Civilization or that has been domesticated by humans, Quagmires can still taint them but at a more difficult rate. The animal must stay for at least 24 - Spite hours to be able to be affected (this cannot be reduced below 1). After that period, the animal becomes corrupted like those who naturally live there and the Quagmire may empower it normally.

A Quagmire may influence these animals to do it's bidding. While it's no more intelligent than an animal, a Quagmire does have a general idea of who or what caused it to be and where and the animals corrupted by one have the same ideas. What it does with these ideas are up to the Storyteller, but a Quagmire (and animals corrupted by it) can use this information to direct how to attack that which has hurt it.

Flooding

A Quagmire isn't content with being unmoving and festering in it's own rage. It needs vengeance and it needs to act. Luckily for it, but not so to everyone else, it has access to a horrible power to accomplish this. At any point, a Quagmire can choose to spend its own Spite and relinquish Anathemas, making them into a natural disaster which it sends to wherever inspired it's rage to manifest, or upon the nearest human settlement or knows of.

This action is simple. The Quagmire chooses an appropriate Environmental Tilt, or multiple tilts, and it releases an appropriate number of Spite equal to the combined Environmental Levels to set it into motion. These disasters remain in effect for the Scene.

Destroying Quagmires

There are~~is~~ many ways in which a Quagmire may be destroyed, appeasing the land and laying it back into dormant sleep. It should be noted that a Quagmire with a Spite of 1-7 can be appeased by mundane and mortal actions as much as ~~a~~ the Quagmire can be a danger to them.

Scorched Earth

A Quagmire is always attached to an area, so in effect it is a physical place. And places have the capability to be destroyed. Destroy a park and make it into a new building. Set the dipilated mine on fire to burn everything out from it. Destroy the place a Quagmire inhabits, and it'll dry up.

This sounds like a good idea, but in practice it's brought forth more dead bodies and an even more pissed off Quagmire in its wake. First off, damaging Nature is a Nature Stability Sin and trying to destroy a Quagmire draws the full attention of Styx. Secondly, acting to destroy a Quagmire is often doing the same acts that would create and cultivate one. Unless the offenders are very quick into ~~o~~ destroying the Quagmire completely, then they can expect to have made the Quagmire even stronger and more pissed off. Finally, damaging property and natural places usually requires ownership of the property or is illegal. Flensers, should they have any reason to deal with a Quagmire, get around this with money and briberies.

Exorcism

In many ways, a Quagmire is a vengeful spirit of the Earth. This is only further proven by the existence of Furies to sustain and supplicate them. Normal mortals or Sirens (who use Nature Stability in place of Integrity. They may also use Verses that use the Calm Conclusion to help their rules) can use normal Abjuration rules.and roll as an instant and contested action against the Quagmire's Spite.

Dramatic Failure: The exorcist makes a fatal mistake in bringing peace to the Quagmire, who now makes him a target of its rage. If there's any animals who can attack, they may do so without applying the exorcist's Defense on the first turn. If the exorcist manages to escape, they take the Hunted Condition. Also, remove one willpower point.

If the Quagmire faces a Dramatic Failure, then part of its reasons to stay are taken away. The Quagmire's Spite and Resentment is lowered by 1, which in turn removes one of the anathemas. Clear the Resentment boxes as well.

Failure: Either the Quagmire or Exorcist get no or fewer successes, and as such they don't make any progress on either side.

Success: The Exorcist succeeds, and the Quagmire falters. Mark one Resentment Box.
Or the Quagmire in turn manages to strike against the exorcist's resolve. The exorcist loses one willpower point.

Exceptional Success: If the Exorcist gets this result and more successes than the Quagmire, the Quagmire loses two Resentment boxes instead of one.

If the Quagmire gets this result and more successes than the Exorcist, the Exorcist instead loses two willpower rather than one.

Appeasement
A Quagmire is formed of hatred, and like most types of hatred it can be appeased and set to rest with proper atonement. The Quagmire always remembers the reasons that set it to life and can identify the people whose actions directly caused it to appear. For example, it would freely attack and hate the people who worked the oil rig that caused the spill to make it appear, but it wouldn't consider attacking the company headquarters...unless it was emblazoned on the people, to which it'll have a violent reaction to people with said logo.

If the Quagmire manages to harm or kill the people who were responsible for its creation or people related to those responsible, remove a point of Resentment and clear it's boxes. The Quagmire doesn't need to do this itself, as it can use the animals it's influencing to do so or a Siren willingly helping it achieve vengeance.

A Siren has another option to help appease it. Instead of having it give in to it's own hatred, she can do acts that oppose the Dissonances that gave rise to the Quagmire. If a Quagmire rose because of a combination of animal cruelty, disrupting natural regrowth and littering, then it can be appeased by making the place into a temporary animal sanctuary (as much of a bad idea as this is), replanting trees or picking up trash and litter, cleaning the landscape. Roll an appropriate dice pool for the action, each success marks one box of Resentment.

Furies

The hiker was making his way off the beaten path. He has been through these woods enough to know his way around the forests of the area. But he's never found any part of the woods with broken down machinery before. They seemed to have been tractors, bulldozers, your normal construction equipment. And yet they seem so out of place in the middle of a natural clearing, there is no signs of any construction work being done…

But ever since he walked in there, he felt as if there were tons of eyes on him. As if there were someone watching, just out of sight, just waiting for something. He was about to leave when he realized he left his water bottle at the place. Just as he was walking back, he trips on some ivy and falls flat. And as he tries to get back up, he feels a foot on his back, breaking his spine and forcing him back down in paralyzed horror. The last thing he sees as ivy crawls all over him is a woman made of earth and wood, glaring at him and holding the water bottle in her hand.

If Quagmires are embodiments of the earth's lamentations, then it's the Furies who manage to vocalize it's rage. Humanity has known them by many forms, beautiful nymphs in forest clearings who curse and harm those who intrude. Mad followers of mad gods that blissfully

parade and slaughter those who'd oppose their revelry. Elementals formed of the land who demand repayment for trespassing.

As spoken above, the Furies are the physical manifestation of a Quagmire. Unlike Quagmires, that mindlessly lash out at those who cause harm to them, the Furies have a level of intellect and sapience that is equal to humans. They're capable of planning and directing the actions of a Quagmire and the animals connected to it. And perhaps most horrifying, they lack the same level of conscience and integrity that humanity does. Like the nature they were born from, they have no morality, only a sense of who is predator and who is prey.

When a Quagmire is made, it automatically creates a Fury alongside it. The reason why is unknown, perhaps it's because the Quagmire is mocking humanity by using its own level of sapience against them. Being a Quagmire's sapience, Furies hate humans and any level of civilization that threatens to intrude upon them. Fortunately for Sirens, Furies treat them with a degree of grudging respect, if only because they can feel a stronger kinship to nature compared to other humans. Whether or not this respect grows or diminishes depends on wherever the Siren situates herself in a Current. Most Furies will welcome Styxian Sirens with open arms, whereas all of them will greet Letheans with equal animosity.

The Nature of the Floodgates' Superego

As the embodiment of a Quagmire, the Furies stats are dependent on the stats of the Quagmire itself. They are considered as ephemeral beings and use the same stats as such except replacing Essence with Pneuma. Their Rank is equal to the Quagmire's Resentment. Their Power, Finesse and Resistance, which all start at one, gain a number of dots equal to the dots in Spite its Quagmire has which the Fury may distribute amongst them. The Furies can gain Skill dots, but they're only usable when they're inhabiting a Vessel. They may also have a Virtue and Vice, which is always connected to what created the Quagmire. Their Ban is "not acting upon avenging the Quagmire", and their Bane is "Repentance". They cannot harm those who are truly regretful towards the Quagmire and intend to act upon it to cleanse the Quagmire.

Being Ephemeral Beings, Furies are under most of the same rules as such. The entire Quagmire's area counts as having the Open Condition for Furies with the addition that they do not suffer Pneuma Bleed while they remain in the area of the Quagmire. The Fury also benefits from the Materialize Condition within the same parameters. A Fury may freely wander away from their Quagmire as well, but should it be destroyed or lose all Pneuma it will simply re-corporate back to its original Quagmire.

Pneuma can be regained in the same ways Sirens gain theirs, namely through the methods of *Once Kissed, Twice Shy* and *The Kill of My Dreams*. Given their hatred of humanity, it's unlikely

they'll get any Relationships. As an added bonus, whenever the Quagmire gains points of Spite, the Fury gains an equivalent number of Pneuma for herself.

Finally, the Furies are different from other types of ephemeral entities. Naturally, they cannot interact with Ghosts or Spirits unless they have some ability to interact with other orders of ephemeral being. A Fury is also unaffected by the Anathemas a Quagmire inflicts and are always considered to be acting in a way where they gain bonuses from them while in the Quagmire's sphere of influence instead.

Weapons of Hatred - Numina

Furies may also purchase and use Numina, using Pneuma in place of Essence. Furies can get any Numina save for those that allow them to possess humans and that benefit humans. Along with any of those Numina, they have a few of their own they can use.

- **Animal Empowerment:** The Furies can spend their points of Pneuma like a Quagmire spends it's points to corrupt animals, and spend further Pneuma to increase their traits.
- **Evolutionary Warping:** The Fury makes the natural weapons of an animal more dangerous and vicious. They may spend a point of Pneuma to increase the damage rating a creature's attack causes. This can be used on teeth or claws on animals, or thorns or poisons on plants. Each point spent increases the damage rating by +1, or the Toxicity rating by 1.
- **Force Flooding:** A Fury can call up a Flooding on demand, spending at least 2 Pneuma per Environmental Tilt they wish to cause. Then they roll Power + Finesse. The Fury may allocate successes to the different Tilts caused, and each success increases that tilt's Environmental Level by 1. The Flooding is released upon the area the Fury is at, so the Fury may wish to wander away from their Quagmire to unleash its anger upon Civilization.
- **Terraform:** A Fury may warp the landscape, changing it to her desires. They must roll Power + Finesse, each success allowing her to change a feature in the Quagmire's domain. This can go from "changing the layout of the area" to something as small as "changing the color of these specific plants".
- **Nature Control:** A Fury may control any plant or animal corrupted by the Quagmire to do it's bidding. Spend a point of Pneuma and roll Power + Finesse, each success is one command the Fury may give the thing to which it will accomplish to the best of it's abilities. A Fury may spend 5 Pneuma to command a colony of insects, a pack of animals or the entirety of plant life in the Quagmire's domain.
- **Verse Manipulation:** A Fury can also have access to one Verse, used as per the rule of verses save that the Fury doesn't need to perform for it. Choose one Introduction-Opus-Conclusion, and that is what the Fury can use. As a rule of thumb they may only ever use a level of Conclusion less than or equal to their Rank.

- **Celestial Gateway:** The Fury spends three Pneuma and rips open a gate at the nearest water source, making it into a way into the Celestial Ocean and applying the Floodgate Condition to the Quagmire. People, Vodianoi and Survivors may enter it either way, and some Furies recruit Therons and Survivors in their endeavors in exchange for giving nature's bounty to help them survive.
- **Reshape Shell:** The Fury requires a Vessel or a human to use this Numen on. She spends one Pneuma per point of size she wishes to manipulate, to which she can replace part of her Vessel with other material on hand. If she uses it upon a human, she can warp their flesh, almost always to horrifying ends.
- **Craft Elemental Vessels:** The Fury divides a portion of its power into a few Vessels of it's choosing. It may maintain a number of Vessels equal to it's Resentment, but they may only be made of a singular material that could be used in the Craft Vessel Numen, and the Fury is free to divide her Power, Finesse and Resistance between her bodies and she may spread an additional number of total Resentment dots amongst the same attributes. All Vessels make use of the same Willpower and Pneuma pools the original Fury is capable of using. This costs 1 point of Pneuma per Vessel the Fury desires to create and uses the same rolling procedures as the Craft Vessel Numina.

Craft Vessel Numen and Vessels

One thing the Furies claim that all humans tend to forget is that they're born of the mud of the earth. Furies, who were born from the Earth's rage, are only breaths upon the wind. Born of pure rage and power greater than humans, they know of a special power that allows them to bring themselves into the mortal world with the same elements that make it up. This unique Numen, taught to the Furies by the Earth's cries and which no other Ephemeral being carries, is called "Craft Vessel". The Craft Vessel Numen allows a Fury to craft herself a body, made up from the earth, flora, the winds and waters, and even flesh of humans and waste of civilization, with which she may possess to interact with the world around her and use her powers through it.

The Fury needs a few things before she may start making her Vessel. First, she requires the materials to make her vessel. She requires at least Size 5 of total materials to make a Vessel, and she can use differing amounts of material. The Vessel can have no more size than the Quagmire's Resentment times five. After she has them altogether, she must Materialize to make the vessel as she desires. While doing so, the Fury may spend 5 Pneuma and must begin an extended roll using Power + Finesse with one roll per hour to craft the Vessel. The Fury must accumulate successes equal to its Power + Finesse + Resistance to create the Vessel.

All Furies Vessels start out with one dot in the nine attributes. Distribute twice the Furies dots in Power, Finesse and Resistance amongst the same attributes covered by them in the Vessel.

Derived traits are calculated normally, and the Furies Skills are reliant on either her prior knowledge of such or whatever Alterations her Vessel has.

When using a Vessel, a Fury still regains Pneuma due to her ties to the Quagmire and she is protected from Pneuma Bleed when outside of the Quagmire's radius. Vessels, for all their uses, cannot heal naturally. Without the use of an Alteration that does exactly that or the use of mundane or supernatural means of repair, the damages sustained will remain forever.

Given the variety in materials a Fury may use for its vessel, no two vessels are alike. However, there still lies a meaning behind the choice of materials, as they'll always have a part in deciding what the Furies body is supernaturally capable of, which is covered below.

Materials

The capability of a Fury relies on both their own talents and what their Vessel is made of. Depending on the material, here's the potential Advantages and Disadvantages of each.

- **Flesh:** Using the skin of mudmen grants the Fury the abilities that no animal holds or has learned. For each point of Size a Fury used in Flesh to make her vessel, she may use the Skill rating the old owner of the flesh had instead of requiring to take an Alteration to give her one instead. The only disadvantage is finding suitable specimens to take them from, but it's not hard for Furies to empower an animal to go out and find someone strong or good in their field.
- **Earth:** Using the bones of the world grants the Fury resistance against damage of all kinds. For each point of Size the Fury used of earthly materials, she gains a point of Armor that applies to both Ballistic and General damage. The disadvantage of Earth is that the Fury looks more terrifying and makes it hard to socialize with such a being. For each point of size the Fury used of Earth in the vessel, they take an equivalent penalty towards all social rolls.
- **Plants:** Using the flesh of the wild grants the Fury the ability to gradually, yet surely heal her wounds that she couldn't otherwise heal. For each point of size in plant matter, the Fury may divide her healing times by the points in Size used. The drawback is that the Fury takes aggravated damage from Fire.
- **Water:** Using the lifeblood of the earth grants the Fury the element of malleability. For each point of size used in water, the Fury may choose an additional Alteration she desires. The disadvantage is that the Fury takes aggravated damage from the same sources that Sirens take aggravated from, and that the Fury must renew her water source each day else she loses a vital piece of her vessel.
- **Air:** Using the breath of the skies grants the Fury a piece of freedom from her cage. For each point of size used in air, the Fury may choose a single Numina, Influence or Manifestation that she can use while in her Vessel. The disadvantage with a body of air is

that it's just as fragile. The Fury always takes one more success of damage than normal for attacks made on the Vessel.

- **Pollution:** Using the waste of Civilization grants the Fury a resistance to the poison of the Earth at the cost of her sanity. For each point in size used in Pollution, the Quagmire will always retain at least an equivalent number of points in Spite. The price for this is that the Fury becomes tainted. She's considered to suffer from the Bloody Waters Condition until the Quagmire is appeased.

The Fury may also gain a single Alteration per point of Size of Material used. Each material gives different Alterations however. A Fury can choose to forgo a specific Water Alteration and choose a Common Alteration instead. Furies may not use Malformations, and for any Alteration that calls for measuring through Akashic Record, use the Fury's full Resentment instead.

Material Used	**Water Alterations Available**
Flesh	Freshwater
Earth	Tropicana
Plant	Gardenia
Water	Polaria
Air	Vaporia
Pollution	Discordia

Acheron

The Current of the Void

[Image: A Coelacanth with features in black and white is seen from the side, surrounded by a black sun image. The bits of skin between the spines on all of its' fins detail broken skyscrapers, while the spines themselves look like lifeless and broken trees. Some scale groupings look like human skulls or animal skulls.]
Nickname: Coelacanth, Ferrymen, Choosers

The police wrap up an investigation of a mass shoot out. From what little they got from the very few left alive, most of the gang members seem to have been turning against each other for years, eventually culminating into an internal schism which lead to what happened today. Over thirty people dead, five wounded and two of those in critical care. The detective wrapping up the report smiles at his handiwork.

This world is rotten to the core. Civilization guts out nature for all it's worth and leaves it unable to heal itself before they take more. Then it turns on itself as humans carry out their petty wars against one another, killing each other and tainting themselves. Nature itself tears away back at civilization, and its mercilessness to it's own children knows no bounds. And at the end of it all, the Deluge will wipe out everything. So the Ferrymen of Acheron, the river where the living cross into death, feel that it's their duty to bring the world to a merciful end that it craves so dearly.

History

The line of Sirens who follow Acheron claim their leader as the first Ferryman, who was meant to lead the world down the path that would make them survive. The mer, once known as Bochica, says that mankind had disregarded his teachings of morality and ethics. The lore passed down in Acheron states that mankind constantly craves chaos. That everything was made to eventually break, and yet paradoxicallyparadoxally, that which is broken can be restored again. As such, most people who join Acheron are those who want to break everything, and yet are split between whether to start it anew or not.

Ferrymen and women are amongst the rarest beings in the world, bearing the fewest members of any current. The reasons being most Sirens detest their presence as a whole, or the people they've attempted to break fight back and take them out. But like the coelacanth that represents them, they always seem to return even if by all means, they should be extinct. The Currents fear for very good reason that, given how they always seem to return, how big their numbers may really be...

Members

Membership for the Current of the Void is surprisingly lax. They're willing to welcome anyone who isare just as willing to welcome the void into their hearts and inflict it upon the world. In a sense, as a current opposed by the rest, they have to be willing to accept anyone if they wish to survive in their task. As such, this current is a home to all sorts of psychos, malcontents and despaired souls who only managed to surface by clinging to the hope of ending it all...but whether or not they wish for everything to remain dead or to start anew is a split that almost never comes up, if that the Ferrymen need to keep what little organization they have and they never get the chance to discuss it with other Currents.

The Ferrymen favor any attributes and skills that would work best in making destruction or the outlines to make it come to pass. Strength and Manipulation are amongst the popular and most used attributes. Intelligence and Investigation are also used for their use in composing Trace, and as such giving the Ferrymen the extra edge they require to survive and to manipulate threads already in place. Composure, Stealth and Subterfuge are used to hide their affiliations at least until it's too late for their targets to do anything.

Acheron accepts Sirens of all waters equally, as each water bears a small piece of the truth of how the Deluge may come to pass. However, the most common water is Vaporia. It's almost too easy for their evanescence to really be transparency that desires to consume all.

Canon of Acheron: Wash Away The Sins Of The World

Every other Water's Canon deals with how one approaches life. Every other Current's Canon deals with how they deal with the Deluge. Acheron's Canon is seen by many as a twisted

approach to life. They do not see the Deluge as the problem to be dealt with. They see the rest of the world, and it's insignificant problems that made it into such a mess as the true error. Those within the Current of Acheron say that the only way to deal with such a place is to wash it all away under a great heaping tide, and do all that you can to ensure everything is eradicated.

Trace

The job of the Ferrymen is finding how to lead whatever they face to their ending, their doomed ending that leaves everything broken after it. The Ferrymen can Trace to seek out the weak points of the people, places, things and organizations, from which they usually seek to exploit it. Sirens in the Abyssal Current of the Void gain an automatic success in Time when they invoke Trace.

Conclusion: Disturb

The Current of the Void seeks to drown everything back into the formless chaos it once was, and to do that they need to mess up everything they touch. Afterall, to enter Acheron requires a loss in lucidity to be open to great yet terrible devastation. The Disturb conclusion was made to shake up the affected opus, or make an already present effect even more effective in someone else to the point where it eats away at them in body and soul.

Quote

"Your suffering is at its end. Now, only despair and the void."

Stereotypes

Buoyancy: It only takes a bit of manipulation to make their acts cause more damage than they intended.
Conflict: It's funny how flimsy and fragile your code of honor is.
Harmony: A broken home should be destroyed entirely rather than used for shelter.
Healing: There's nothing wrong with me that the Deluge can't fix.
Wisdom: All the knowledge and worth in the world is useless in the end of the world.

Cocytus: Just one step away from us. And yet so very resilient to becoming like us.
Lethe: So easy to use if they can justify it under the banner of Humanity's Greed.
Oceanus: Your brand of spreading ruin upon the ones you wish to save is why we must end everything!
Phelegethon: Deprive them of their senses to make them beg for mercy.
Styx: Use their hatred to blind them, a frenzied threat is preferable to a calculated one.

Vampires: And they say no good comes from the Deluge.
Werewolves: Never deal with a rabid beast.

Mages: You've destroyed the world once thanks to your hubris. You might as well take responsibility and finish the job.
Changelings: No amount of hiding will save you.
Prometheans: I know how to make everything better.
Sin-Eaters: You kill a dead person by destroying everything of value to it.
Mummies: We've yet to find a permanent solution.
Demons: You're better off selling them out than signing the dotted line.
Beasts: All you have is just petty justifications for what you do. You are a monster, inside and out. Start acting like one and wreck everything.
Leviathans: Now this is what I'm talking about!
Mad Scientists: You'd think more of them would be helping us, but you'd be wrong.
Princesses: Your stories say that you've lost long ago, what makes you think it won't happen again!?
Hunters: As if we don't have enough enemies already.
Mortals: Before you ever know the true despair of your situation, I will kill you. So please, sit still and die happy.

Inspiration
Doma/Paradius Inc and Dartz (Yugioh), Team Galactic (Pokemon)

Cocytus

The Current of Dark Secrets

[Image: A black spot of darkness is in the middle of the image with a dim view of a frontal portrait of an Anglerfish, lit only by the light on it's forehead. It's mouth is wide open, and a little fish is staring at the light, unknowingly within the jaws of the Anglerfish.]

Nickname: Catfish, Anglerfish, Bottomfeeders

The police are throwing their hands up at this case. A serial killer has been on the loose for over a month, killing men and the only evidence being that the murders were committed with a 3 and ½ inch hunting knife. Before they call in extra hands, they get a package in. No sender's address, made out for "the boys in blue", the box contained information on the killer's whereabouts. Following this, they finally can make an arrest, their home hiding enough evidence to convict. A woman smiles in the sunken home as the arrest takes place, holding a 3 and ½ inch long hunting knife. She has no more use for this pawn as she's gotten the prize she's needed.

The depths of the sea inspires different things into the hearts of mankind. To those who are lead by their curiosity, it is a dark ecosystem worthy of being explored and studied. To those who are guided by their need for control, it is an unexplored world that is waiting to be exploited for their benefit. And to everyone else, it is a place where monsters of the deep make their home, worthy of fear and nothing more. In the world, there are many dark secrets that give these same reactions to the Sirens, but it is the Current of Cocytus that is fully enamoured with them all.

History

The matron of Cocytus, Nepthys, was amongst the most renowned of the Anglerfish, and said to be the only progeny who wasn't found by Ceto but rather had gone to Ceto herself, earning the

answers to her questions and the ability to brave the dark places of the world to learn their secrets. None could say what she did with that knowledge, for she even kept her duty secret. Nonetheless, her Sirens believe it must've been some way rooted towards stopping the Deluge or protecting oneself from it. None would be surprised if Nepthys returned one day.

The Current of Dark Secrets is one of the remaining currents who follows in their progenitors fin flaps loyally, trying to get close to the uncomfortable truths, secrets and topics of the world, both mundane and magical, and keeping hold of that knowledge. What they're supposed to do with this knowledge has been lost since Nepthys' disappearance. Some are satisfied once they've got their answers, and others want to use information as a means to an end. Some instead work in secrecy, trying to stop the Deluge by any means necessary.

Of course, if one stays too long in the darkness then it's bound to change you. This is the weakness of Cocytus. The Catfish who merely want to sate their curiosity will be more willing to go further lengths to get the answers they seek. The Bottomfeeders who use information as a means to an end will be more willing to use it for more selfish and demanding means such as blackmail. The Anglerfish who work in secret become one with the darkness, becoming monsters to fight against the Deluge.

Members

Those in Cocytus usually have an intimate tie with secrets, be it trying to find any answers to their queries, trying to use information to reach their goals, or working stealthily to not be found out. They tend to have Mental Attributes as Primary or Secondary. Social Attributes or Physical Attributes depends on how a Bottomfeeder goes about getting it, be it from other people or from the shadows of others.

The Skills often go after the same paridigrim, with Mental usually being favored. Social is almost always secondary in these cases. Favored skills tend to include Academics, Investigation, Science, Streetwise, Subterfuge and Persuasion. Those who tend to go after the sources also take up Stealth, Survival, and any Skill that helps her fight. And given how the World of Darkness is, most knowledge can almost inevitably become about the Occult, leading it to be favored too.

They accept all waters, the most common being Polaria. Their way of life draws them to the dark depths like a fish to a juicy worm.

Canon of Cocytus: For the Beauty of the Rose We Water It's Thorns

As befitting the Current of Dark Secrets, the Canon of Cocytus is an enigmaengima with multiple meanings depending on the member you ask.

To the ones more interested in the taboo, the Canon translates to “feeding our interests to see the results”. What those results are also depends on the member. One may be interested to see how the ecology of the Spirits are, another may be interested in using the blood of seven people each who committed a cardinal sin to open a gateway to Hell.

To the ones interested in manipulation of information, the Canon translates to a license to do as they please so whatever ventures they’re trying to do bears fruit. It’s not everyday you can blackmail some governmental personnel to gain access to facilities you shouldn’t be allowed in.

To the ones who embrace extremism in the face of the Deluge, the Canon is that they must take care of the rose by also taking care of it’s thorns. By endearing themselves to the world, they are making use of it’s forbidden weapons against causes of the Deluge.

Trace

The Anglerfish’s trace lights up the dark about the Siren, revealing the dark secrets she desires to find, the hidden paths others try to keep hidden and the way to the knowledge she wants to use. Sirens in the Abyssal Current of Dark Secrets gain an automatic success in Clarity when they invoke Trace.

Conclusion: Transform

The Abyssal Current of Dark Secrets is from where all dark secrets are sought for, and where a Siren seeks to wield and use those secrets for her advantage. Above all else, they require the wits to find what they need and in getting it for themselves. The Transform Conclusion is favored by the Anglerfish, from which a Siren may change the target, or parts of them, into the Opus (be it physical or conceptual) she uses.

Quote

“Seek knowledge in the dark depths.”

Stereotypes

Buoyancy: Take away our little names, and there’s little difference between us.
Conflict: Dumb muscle wrapped up in the notion of honor.
Harmony: I moved out of the house to escape the overbearing parents.
Healing: I only hope they’re versed enough to heal the damages I’m about to make.
Wisdom: We only need knowledge, not wisdom to make a difference.

Acheron: They’re like some punk teen who walks home from school saying he’ll end everything and telling his mother to shut up when she asks how his day was.
Lethe: You have evidence of my actions, I know where your boyfriend is. Let’s make a deal and leave each other the fuck alone.

Oceanus: Don't try getting their mutagenic powers, we've lost more than a few to them for it.
Phlegethon: Just because the world is ending doesn't mean you should drag everyone else with you in your joy.
Styx: When you're done with destroying the civilized world, cut yourself at the waist. Afterall, you're still half human.

Vampires: As old as some things you'd find in an antique store, but some can be very valuable indeed.
Werewolves: Talking to dogs is a very good way to get bitten.
Mages: Have you seen the devil? Tell him I'm ready to make a deal.
Changelings: There must be *some* method to their madness.
Prometheans: Excellent, I needed a scapegoat.
Sin-Eaters: The saying "Dead men tell no tales" is quite wrong. They have many and most are interesting.
Mummies: Something powerful keeps them from death. I want to see what that is...
Demons: There's too many allegories to pull from that says the same thing: "don't sign".
Beasts: It's about as amusing as watching a child play dress-up and trying to convince himself that he really is what he's disguised as.
Leviathans: If you ever look in the depths of the sea and find it looks like the night sky, get the fuck out of there. Those stars are eyes.
Mad Scientists: I happen to know some very good targets to your anger...
Princesses: Darkness? Sure, I can tell you where it's at. Bastards tried to con me with their ludicrous prices.
Hunters: It sometimes helps to raid them, just to see if they have anything worth your time.
Mortals: No matter how many thorns we have to grip, it's worth it to see the rose bloom.
Inspiration
Team Plasma (Pokemon)

Lethe

The Current of Mankind's Victory

[Image: The image for Lethe is a Coat of Arms. The shield has a thorny dividing line going across the middle, the line's color being purple and the rest of the shield is maroon. A hippocampus is seen on the face of the shield looking toward the right. Instead of the frilly accessories on the sides, they're instead fish scales and skin and a military helmet is on top of the shield.]

Nickname: Hippocampi, Traitors

All that could be heard in the room was clicking and flashing. The reflective light umbrellas were standing, the backdrop is a tasteful beach and the scenery helps to complete the image. The model strutting through it all is what the cameras are pointed towards. Finally, after hours of being directed and photos, she plops down on the nearest chair, fanning herself off. She asks for her beauty products and a bite to eat while she looks over and picks out which photos look the best. Which one will the humans like best? Almost any of them will do, she's beautiful in all of them. "If only they knew my beauty secrets," she thinks as she plops a sushi roll into her mouth.

Ever since the Industrial Revolution, mankind had gotten their first taste of advanced technology beyond what they previously thought was possible. This had lead to a new surge in possibility, a need to further advance human ideals and causes. As time went onwards, and the aftereffects started showing their faces upon the earth, Civilization continued to put forth their own ambition and forget about the consequences they caused and the ruination they spread on the natural foundation of the world. The Hippocampi proudly proclaim Mankind's Victory over the world, clinging to the ends of Civilization's progression, propelling it forwards with their controlling songs and destroying that which would stop it.

History

The Current of Mankind's Victory has been involved with humanity and their development ever since the first mortals were capable of producing knowledge and reason. Some believe that this is due to their progenitor, Gomti, and her influence. Her duty by Ceto was to focus on humanity,

guiding their progress and containing damages. The Celestial Currents would argue that her forced cohabitation with humanity caused her to cling to them and that her love for them blinded her to the faults they were making. The Letheans oft respond that they believe that she saw the light of progress within humanity, and thus decided to let it shine unimpeded.

It was only during the 1600's that their power really began to swell. The Age of Exploration was afoot, and naval trade was becoming more popular. More Sirens felt at home with the sailors at sea, and it was only a matter of time before they ran out of food and the captain's lover shared their flesh with them. It was said that the birth of the Flensers came alongside Lethe's love for humanity, and as such they've been a thorn in every Siren's side since.

As the present day was speeding along, and mankind's various revolutions came about, the tales of the Deluge started to become more and more of a realized threat for humanity. Worrying for their lovers, the Current of Mankind's Victory have started trying to veer humanity towards progress no matter the costs taken from Nature. They've helped get more test subjects for the Flensers, finding Sirens to keep themselves and their Relationships alive and places that can be plundered for humanity's benefit. One sad result of this is that they have a hand in upholding the masquerade alongside the Flensers.

Members

Befitting the creators of fishing lines and hooks, there's many lures a Siren can fall to when it comes towards humanity. Some enjoy the company of humans, or hold those they love above the rest of the world. Others enjoy a taste of wealth, power, and expendable forces with which to do what you want. Given Lethe's affinity for the Control Conclusion, all of these are quite simple to get. Finally, there are those who simply don't want to carry the burden of upholding the entire world or who do not want to be on the Flenser's menus. Membership in Lethe is a good way to cut the world in half, and grant some insurance against Flensers so long as they pay some service. Said service can involve giving a tithe of flesh to the Flensers (healed with an appropriate alteration or a Siren who knows the Restore Conclusion), or aiding in upholding the masquerade in some way, be it to make humans forget what they saw or capturing another Siren.

The Traitors favor Social and Power Attributes, the former to indulge in connections with humans and to do mundane persuasion to "forget" supernatural events, and the latter for truly being on top of the world as they should be. Mental can be secondary, as some serve more in the research and development that Flensers have need of. Some field agents of Lethe working with or for Flensers sometimes favor Physical or Finesse Attributes instead of Social, as they need to be good in their work. Social and Physical Skills are amongst the most used. The ownership of Flenser Merits, or Merits pertaining to Flensers, are also common. Afterall, they have resources, why not use them?

Freshwater is the most common Water in Lethe. Their distinct connection to cities and humans make them an almost perfect candidate for Mankind's Victory.

Canon of Lethe: Humanity Is An Ocean

The Current of Lethe sits within the comfort of humanity and it's progress, gained at the cost of Nature and it's woes. How can they sit by, watching half of the world die about them but not doing anything to help? For them, they say that it is because Humanity is an Ocean. It's big, vast, and too beautiful not to be immersed within at all times. Even if a few drops are dirty, it is not reflective of the whole of humanity. They believe that humanity, their innovations and victoriousness over the world, will be the solution to the Deluge.

Trace

The Trace of a Traitor sees the world in terms of the unified world of humanity and the various connections throughout it. That against the collective force of humanity, almost nothing can stand against their way. Sirens in the Abyssal Current of Mankind's Victory gain an automatic success in Audience when they invoke Trace.

Conclusion: Control

The Abyssal Current of Mankind's Victory is both a Current and a goal to establish dominion over what humanity wishes to succeed at and hiding their true natures. Even if circumstances and people get in a Hippocampus's way, those people will always find themselves being pushed aside in favor of the Siren's goals. Above all else, the Letheans favor the art of manipulation. The Control Conclusion is therefore favored by Lethe, especially for Masquerade reasons. It's focus is to control the Opus, or the opus within the target, and make it move to the Siren's whims.

Quote

"Humanity is too beautiful to let your taint ruin it. Hold still, this will only hurt a second."

Stereotypes

Buoyancy: If only they knew who to serve. Then their skills wouldn't die with them.
Conflict: I like the mettle you have. It's a shame you're not on our side though.
Harmony: You should try using force if you ever hope to be on top.
Healing: We're making progress for the whole of humanity while you hide away like a scared crab when you see one bit of cruelty.
Wisdom: What worth is your wisdom when we already have the knowledge we need?

Acheron: The only good that comes from them is their flesh.
Cocytus: They raise a good point by their existence. Not all things should go unearthed.
Oceanus: With enough innovation and technology, we will not have any use for you.

Phlegethon: Celebration in the name of an apocalypse yet to come is no excuse for depravity.
Styx: Extremists and terrorists, we'll be taking what we need and flush the rest of you out for sushi.

Vampires: Very good friends in our mutual requirement for our masquerades.
Werewolves: You're nothing more than dogs mindlessly fucking in the wild while humanity has claimed the world.
Mages: Magic is simply something science hasn't reproduced yet.
Changelings: We can always use more people in the legal department.
Prometheans: If you want to become human, then you couldn't have come to a better person.
Sin-Eaters: Tell the dead family they'd better pay up if they don't want their haunting space to be made into something productive.
Mummies: Tell your gods that we're coming for them next.
Demons: God is a divine calculator gone haywire!? Ahahahaha! Tell me another joke~
Beasts: The Boogeyman doesn't exist, and if you keep bothering me, then you won't either.
Leviathans: We've moved past such archaic beings a long time ago.
Mad Scientists: I guess I can temporarily hire you. While your projects cannot benefit humanity as a whole, they are very useful in the short term.
Princesses: Their sneering self-righteousness can get annoying~~get to be annoying~~.
Hunters: I'm as human as humans come. I have no skeletons in my closet.
Mortals: The future is glorious and shining, and I'll lead you to victory towards it.

Inspiration
Team Magma (Pokemon), Black Manta (Aquaman 2018, mainly for Flensers)

Oceanus

The Current of the Monster Queen

[Image: A single viper, specifically a sea snake, is present. The snake is moving in the same pattern of the Ouroboros, the serpent who eats its own tail. However, there's a minor difference. Instead of eating it's own tail, the serpent is constantly shedding it's own skin and eating the skin that it sheds. In the middle of the crest is the symbol of the Sirens, a skull that changes into a fish's skull.]

Nicknames: Vipers, Servants

A man stands on the edge of a boat, waiting for his love to come to him. His parents wouldn't bless their relationship, so in defiance they decided to run away together through the sea. He had a boat ready, and when she got there, he'd rev it up and they could begin their lives elsewhere. But a splash of cold water to his face tells him otherwise, as he's tackled off the side of the boat and into the churning waters below. He thrashes and tries to fight back, but when he looks to the depths where he's being pulled towards, he finds his love...only now like the Sirens in myth. When he looks down, he sees loads of fish human monstrosities, their claws reaching toward the surface to drag him down toward a city in the depths. He can only look at his love and mouth the words "Why".

She only smiles. "Because I love you."

Within the Depths of the Celestial Ocean where no light above pierces the infinite blackness lies the once great halls of Serenia. It is in ruins of its former self, pillars broken, cornets shattered and covered in all sorts of plants that grant the only light with their bioluminescence. Within and without the halls, Sirens waltz about the ruins, keeping them safe and populating them along with the monstrous lapdogs that follow them. But deepest within the largest palace lies a black serpent. No words can describe her grace or monstrosity. No minds can comprehend whether she is Siren or stranger. What is known is that she and her Sirens assault the surface world beyond the Celestial Ocean, kidnapping humans so they may be experimented on and turned into more of the monsters that populate the city.

Why? The She-Viper Echidna says it's out of love. She says she'll breed a new race out of humanity. She says it'll survive the apocalypse.

History

The She-Viper's history is unknown to the postdiluvian world. She claims that it died with everything else within the Deluge. What matters to her now is the humans of the postdiluvian world and what she can do to save them before the Deluge happens ad nauseum. The few Sirens who were able to dredge up some history on her say that she has some connection to Ceto, but time has long since eroded what that connection was. Some say she had lost children in the past,

and in her grief she turned her love towards humanity, whom she almost too happily adopts as her own.

This would be more touching of her...and yet she doesn't get it. All of her children, the Vodianoi, are lacking in sapience upon their transformation. Some attribute this to the way Echidna makes them, which entails them to being ground up with the multitudes of fish DNA swirling within Echidna's form and spitting them out. She then releases them upon the world, trying to see who survives the best through their eyes.

Members

The Sirens who'd join Echidna upon her quest vary more on their reasons for joining. Unlike the other Abyssal Currents, who join out of personality, most Sirens join Echidna out of need. For one, Echidna holds what little remains of Siren society after the Deluge, including what makes up the Currents, both Celestial and Abyssal. She holds lost Opuses, Introductions, words that one can only barely hear within the Song itself and are reasonably rare in the Prediluvian World. This offers many Sirens a way to connect with their supernatural heritage so long as they serve her and help her get her "materials" for research.

Echidna also has proven to be a treasure trove of knowledge herself, being able to create the Vodianoi through supernatural means that only she knows of. Some Sirens join Echidna to gain access to her vast armies of Vodianoi, they make the perfect tools and mooks to make people see things your way. Others join because they wish to also learn Echidna's mutagenic powers, only to find they cannot learn them, and being far too deep to exit the Current of Oceanus without death.

Not all Sirens who join Oceanus are so selfish however. There are some Sirens who've given up hope that the Deluge can be stopped. Some believe that their Relationships can be kept safe within the impenetrable and versed walls of Serenia. In any case, these Sirens are the ones who believe in Echidna's cause the most, for she can give safety that can only be dreamed of in the mortal world.

The Sirens who join Echidna do not have any preference toward any Attributes or Skills. It would be more correct to say that they favor all of them, for they all can be used in the grand scheme of things to survive. Of course, for Sirens mediocre in a few skills or attributes and unwilling or unable to take Alterations upon themselves, Echidna offers Malformations to cover them. However, these carry their own cost….

Canon of Oceanus: Echidna Shall Guide The Way

The Servants of Echidna watch as the other Currents futilely fight the Deluge. They too can see the events that will come to pass, that the others are trying to change. They do not believe it is

possible. Afterall, each victory is only shoving one toe back out of the door, when the Deluge's hands are already trying to pry open the door and has an arm inside. It doesn't matter how much you try, it will happen.

Echidna brings forth the one solution they do have: make humanity strong enough to survive it. And she holds the power to do so. Just bring them to her, let her make them better than they were before. Let Echidna guide the way.

Trace

The Viper's Trace is the most oracular of the Currents, for it allows automatically boosting any one of the Siren's Trace modifiers. To Echidna, there will always be one part of the Trace that's more important for her missions to her Sirens. Depending on the mission the Siren is on, she may declare one of the pieces of a Trace. For the rest of the Story, that part of the Trace is always considered to have a single success.

Conclusion: ?

Unlike the other Currents, Echidna doesn't favor any single Conclusion above the others. All of them are useful in their own ways. To this end, a Siren who joins the Current of the Monster Queen may pick a single Conclusion of their own choice. That Conclusion serves as the Siren's favored Conclusion.

Quote

"I know it hurts. But I hurt you because I love you."

Stereotypes

Buoyancy: They say their actions are for the greater good. But they'll go mad when the Deluge robs all of their actions of meaning.
Conflict: Your duties are worth a much higher cause to protect against the inevitable.
Harmony: They break because they do not have the true, unwavering support that their loved ones should give them.
Healing: We are not wounding the human race. We are making them into so much more.
Wisdom: We could accomplish so much more if we had more of their brilliance.

Acheron: Monsters who are drowning in despair and seek to drag everything else with them.
Cocytus: They're happy to watch experiments, and yet they're not willing to take part in~~of~~ them.
Lethe: You claim to serve Humanity, and yet you take actions that lead to their downfall? You hypocrites!
Phlegethon: They are but a waste of Pneuma and of the Song.
Styx: We've already covered predatory studies.

Vampires: Interesting specimens with durability in body and longevity. Would be worth looking into if their cellular structure didn't fall apart during the day time.
Werewolves: They seem to have Alterations, but all about wolves as compared to marine life? Their regeneration rate is more worthy of our time.
Mages: They whine about humanity being unable to see their tricks, but they like to forget they shut their eyes in the first place.
Changelings: If you pledge to use your powers for our cause, we shall show you a place where not even your masters can enter.
Prometheans: Guide them on the path to Humanity. Then guide them to our queen.
Sin-Eaters: To pass the threshold of Death and still remain alive. What miracle is this?
Mummies: The dead have no salvation. But they can be very annoying regardless.
Demons: All new children must be cleansed of all infection before they're worked upon.
Beasts: If you desire to become family, let me take you to my Dark Mother. She'll let you have the full experience.
Leviathans: Do not take humans from them. The last thing we need is their attention.
Mad Scientists: Your inventions cannot survive human scrutiny, but worry not. You can still aid humanity's growth.
Princesses: What is this about "Tears"? ...My queen is not someone who would cause the Deluge!
Hunters: Kill or convert, these are the only options.
Mortals: Even if you do not desire it, we shall save you by any means necessary.

Inspiration
Team Flare (Pokemon), The Trench (Aquaman 2018), Kars (Jojo's Bizarre Adventure)

Phlegethon

The Current of Dark Passions

[Image: A simple depiction of two Dolphins are present. One is making the arc it does when it jumps out of water with the water line visible under the top dolphin. The other is swimming below the water line, making an imaginary circle. They're both visibly smiling as corpses of a pufferfish, another dolphin and a human are floating on the water surface between them]

Nicknames: Dolphins, Harlots, Looters

The new girl in town practically came in dancing on air. Since she got in, nobody's been able to describe her as anything but hip, cool and having the best hair. Although she's raised more than a few eyebrows too. Almost any boy she meets becomes wrapped around her finger. Even the vote for homecoming queen is becoming rocked by her. To the mortal eyes, she's just the new girl in town. To the eyes of Sirens though, she's much, MUCH worse.

The Abyssal Currents cover not only the dark unknown or the depths of monstrosity touched by either extreme or the lack of one. They also include the dark, rank depths the human soul can sink to, lined with all the corpses of people they've dragged with them. Some Sirens become the embodiment of these depths, choosing to exhilarate themselves on a cornucopia of pain and suffering from other people for their own enjoyment and amusement. After all, what better way to react to the complete annihilation of existence than by enjoying your end of the world debauchery and ending it with a bang? For the Dolphins of Phlegethon, their existence has turned into a life where the parties never end until they die.

History

The Harlots have been living like there's no tomorrow and doing as they pleased ever since they had the Deluge brought to their very eyes. As a result of this, they have very little recorded history, being more of an ideology that serves as an excuse to get any enjoyment they can at any cost no matter how much anyone, human or Siren, are hurt by their actions. The Current of Wisdom says that Phlegethon had a progenitor as well, known as Calypso. They say she was once prim and proper, locked away in a gilded cage until Ceto set her free. She's said to have lived her own way ever since, and in the wake of the Deluge she's inspired more than a few people along the way to shed their inhibitions and follow their passions right to their very ends as well.

Like Calypso, the Sirens of Dark Passions seek to act out all of their desires with reckless abandon. In their wake, they leave behind trails of Drowned, both dead or with the last shrivel of their soul left. Their evil mimics that of the Dolphin, as it can act out in many forms, and yet it'll always cause harm to another and benefit only the Dolphin in the end.

Members

The Harlots of Phlegethon all join for different reasons. Some joined merely because using the people and societies around them come as naturally to them as breathing. These kinds of Sirens are able to make people come to them as both vessels to steal Pneuma from and playthings. And a Harlot rarely likes letting her toys go unless she gets bored with it. Sadly, some of these manipulable fools will still try and claw their way back to being a favorite, and this desperation can serve a Harlot well.

Other members were more like Calypso at their drowning. They were downcast, holding no control over their lives and their fates being decided at another's hand. But like Calypso, they drowned and received their first breath of power and freedom. These people believe wholesomely in that their power is theirs to use as they will, and refuse to give up anything they have attained from it.

Finally and most commonly, the biggest reason most Sirens in Phlegethon join is because they feel they cannot fight against the Deluge, so why bother with that when they can enjoy themselves however they see fit? What apocalypse exists without people raping, pillaging and plundering their way across the landscape?

The Harlots favor Social and Finesse Attributes above all others. Social is merely the strings they use to make their people puppets dance to their tune, while Finesse allows the Dolphin the ease to dance away from the consequences and find her way out of any predicaments she's stuck in. Social skills are almost always primary, as are Social Merits.

Canon of Phlegethon: The Deluge Has No Rules

The other Currents bitch and moan about fighting against the Deluge, and putting forth their effort to stopping it. But why does it matter? For all the long while a Siren lives, the Deluge doesn't ever go away. And even so, there's no concrete evidence the Deluge is going to happen. If it will happen, why waste our time fighting it when we can spend the rest of our time living it up? And if it won't, then why bother worrying about it when we can do whatever the fuck we want to now?

Trace

No matter who you speak to, the Dolphins always seem to be aware of social weakness within others, or they always seem to find a way to tempt others without even being present. Afterall, there's no beings better at temptation and whispering sweet nothings than the Harlots. Sirens in the Abyssal Current of Dark Passions gain an automatic success in Range when they invoke Trace.

Conclusion: Invoke

The Abyssal Current of Dark Passions is where all desires are known and sought to be sated. All thirsts must be quenched, all hunger must be slaked. Thankfully for them, the presence and charm of the Harlot is all that's required to get what she wants. The Invoke Conclusion is favored by Phlegethon. It can create or seek to create the Opus within the Target by any means necessary.

Quote
"I guess it's time to indulge in some end-of-the-earth debauchery. Who's up for an orgy?"

Stereotypes
Buoyancy: Selflessness drains, and Selfishness empowers.
Conflict: Joykillers.
Harmony: When you break, feel free to grab a beer and join the party.
Healing: The reason I drink so much is because there's things in me I want to kill.
Wisdom: All work and no fun makes Jack a dull boy.

Acheron: You know that nobody likes a party crasher, right?
Cocytus: I can think of a few fun ways to make use of your connections.
Lethe: They can be fun when they're not hungry.
Oceanus: They have fun ways to hurt things, but it's not done out of enjoyment. I can't get them at all.
Styx: Some card games you're better off folding on.

Vampires: These are my toys. Get your own.
Werewolves: Be a good lap dog and sit for your masters.
Mages: All the power of the world to use at your creative disposal? Mind if I give a few ideas~?
Changelings: One man's trash is another man's easily disposable treasures~
Prometheans: You….actually WANT to become human? Now I know you're full of shit.
Sin-Eaters: Perfect buddies, since you don't have to worry about them dying.
Mummies: Do I look like I care about something ancient being shat out on modern times?
Demons: Body swapping sounds nice, and seems like a shame to waste it all on hiding.
Beasts: If you need justifications for your cruelty, then there's no way in hell that we're family.
Leviathans: How do you inspire that kind of loyalty and devotion?
Mad Scientists: We're all a little cracked in the noggin. They're more broken than most people though.
Princesses: If you want me to take you seriously, then lose the stupid get up and get realistic.
Hunters: Joykillers 2.0.
Mortals: I find it hilarious that you think you have the option to say "no".

Inspiration
Team Rocket (Pokemon), Malachite and/or Jasper (Steven Universe)

Styx

The Current of Primordial Darkness

[Image: A human skull makes for the centerpiece of the image, but it looks chewed on and broken to pieces, kind of like the Promethean skull insignia. Two sharks, both in a simplistic maori tattoo design, surround the head. One is a great white shark, while the other is a hammerhead shark.]

Nickname: Sharks, Predators

The talk of the town was of the attack in the park that night. Two teenagers were found dead, brutally murdered by some vicious animal or human. Heck, one of the kids had a pocket knife on them, but there's nothing found about who or what the attacker is. Even worse, the very same weapon was used to carve out initials of "H.C." on their chest, surrounded by a heart. This monster is being called the "Heartcarver". A girl reading the newspaper can only smile. She likes

her new little alias, but if only they were smart enough to speculate that they got attacked because they carved on a fucking tree too….

In ages long past, nature was once the only thing sprawling all over the earth. Life began with water that formed over the earth, and life had began growing from the water. From single celled organisms growing into multicelled, beginning the birth of animal and plants from the water. These beings then began to grow and flourish onto land. One of these beings that seemed to outgrow the rest was the animal named Humanity. With their intelligence, they grew to be able to dominate their creators, but they still held respect for nature. But like any age, that age had long since passed as well. Since the time of the Industrial Revolution, humanity had forgotten about nature, taking everything it has and giving nothing but pollution and death in return. The Styxians hate this. If one side has to give, then humanity should be the ones to drown in the waters their ancestors rose from. The Predators of Primordial Darkness believe that nature should thrive above all else, and they'll destroy humanity for forgetting their place in the natural order.

History

The Predators' history is rather simple compared to the rest of the Currents today. Most of the early Styxians are well known for beginning a few of the stories of water spirits across the globe, especially those who lived as one with nature. There were even few willing to interact with humans, and the hatred had not taken root within them. The major bulk of this Current came of those who cursed the human lifestyle and found it easier to indulge their life as a Siren. It's much easier to survive when you have the Alterations to do so.

Their disdain towards humanity truly began to thrive during the Industrial Revolution, when mankind had begun to lose it's wonder and awe towards Nature. It was here that they began to mould into the terrifying beings that they are today and their attempts to purge humanity, but mankind was too huge to be stopped. In truth, this Current would be a lot smaller were it not for humanity being able to realize that the decimation of nature could have huge negative impacts on humanity too, namely during the 1900s. It was here that Styx was able to at least swell in numbers, with more Sirens willing to join and fight those that would hurt nature despite any warnings.

All in all, many Sirens learn to stay indoors or in a grotto if accidents or blood permeate the area they're within. Afterall, it means that either a pack of Sharks are acting out their truly beastial natures and on the hunt for all those who defile nature and to a lesser extent, people they simply don't like. To be in the river of hatred, Styx, is to curse those responsible for your misfortunes. The Predators emulate their vicious, forgotten founder well. They will hunt their enemies to the ends of the earth until they are naught but rotted bones on the sea floor.

Members

The Sharks of Styx all make their finest efforts to live up to their nickname. They believe, be it by their merits or by the virtue of becoming more than human, that they deserve to be the apex predator amongst humanity, and Styx gives a convincing reason to act as such. Some are more reasonable than this. They have logically thought out that humanity is hurting nature too much, and people are either too apathetic or too selfish to stop and try anything to take care of nature. They understand that nature can change, but it's changing in a way that humanity and most other organisms cannot survive in. As such, they deem that the strong hand has the hardest effect. Make no mistake. Despite being more calm than their compatriots they're still just as, if not even more, monstrous in their actions.

Befitting their image of the Shark, the Predators keep their Physical Attributes as one of their primary attributes. Their secondary attributes tend to be Resistance or Finesse Attributes. Resistance gives the Predator the resilience to go unmoved, physically and emotionally, and Finesse grants them the inhuman grace that only an animal can display. Just as such, the favored skills the Styxians wield are Physical Skills. Weaponry, Brawl, Stealth, Survival are amongst the main skills. Physical Merits are just as praised. And given how tied the Sharks are to the Furies, they may also make use of the Allies merit in regards to the Furies.

Despite their hatred of humanity and Civilization in general, it's not impossible for a Shark to have the Relationship Merit. Some do not hate it so much as they wish to destroy the influence it has on earth, and reduce humanity back to being another rung on the food chain.

Gardenia is the Water that is most commonly associated with Styx. They are tied intimately to the natural order, and the interests of upholding it commonly cross over with Styx's interests.

Canon of Styx: Cut Out the Sores

The World isn't just a floating rock in space, says the Sharks. It's a living thing, just like any individual being who lives on it. It has an atmosphere, a system that keeps itself alive, a system that protects itself from solar radiation, and it has it's own individual cells to take care of it and nurture it.

But when the cells start to hurt the body, it's the duty of the other cells to weed out the bad ones and destroy them. When they threaten to infect the ecosystem of one's own body, the disease must be fought and destroyed. When an infected limb threatens to destroy the body, it must be amputated and burned so the body may still live.

This is how the Sirens of Styx see the world. Nature is the true form of the world, and humanity, once a cell on it's glorious body has become an infected plague that must be purged out by any means necessary. And once they're gone, the Styxians believe that there will be no more threat of the Deluge.

Trace

The Predators cannot be as open hunters as they desire. Humanity's retribution can be brutal, with their various protections they receive from Civilization. They refuse to remain silent, for their voices will still hurt those who dare hurt them. Sirens in the Abyssal Current of Primordial Darkness gain an automatic success in Verse when they invoke Trace.

Conclusion: Destroy

The Abyssal Current of Primordial Darkness is where hatred festers and where bloody restitution is made in return. It's where nature reclaims itself from humanity, in the form of indescriminate natural disasters and storms. As such, the strength to harm anything and everything the Siren desires is very well in her grasp. The Destroy Conclusion is the specialty of Styx. This Conclusion's range and level of destruction relies on the Introduction and Opuses used, but it's sheer power has few rivals in the world of Sirens.

Quote

"We are the next step in the evolutionary chain. It's our duty to eat those lesser than us."

Stereotypes

Buoyancy: Human depredations do~~es~~ little to affect nature~~;~~, you need to expand your repertoire.
Conflict: There is no hope of protecting against the forces of nature forever.
Harmony: Civilization and Nature is unable to coexist peacefully. How you are so deluded to think of such is beyond me.
Healing: You're good at healing. Why not focus more on the side that's really hurting?
Wisdom: You know what's causing the problems, so the solution should be a no brainer.

Acheron: Hunting practice.
Cocytus: They could be so much help if they used their secrets for the cause.
Lethe: If you think you're safe behind your technology and cities, then you're not just wrong. You're DEAD wrong.
Oceanus: It's worthless to save what is already lost.
Phlegethon: The worst of human impulses, selfishness seeking its own gratification at any costs.

Vampires: Their only natural state is burning to death.
Werewolves: Good thing to see that I'm not the only one who thinks to cull back the cattle.
Mages: Half of the natural fuckups aren't caused by natural means.
Changelings: Loop me into one of your oaths and I'll fucking sing you to death.
Prometheans: They're a bit like the Furies, except...all humans hate them instead of them hating humans?
Sin-Eaters: I don't do funerals, but I'm more than happy to make a killer dirge.

Mummies: If your gods are truly a natural part of this world, then you won't come back!
Demons: Why don't you go loud more often?
Beasts: I'm not afraid of any fucking monsters underneath my bed, now get back under there or I'll fucking send you there in pieces.
Leviathans: As long as they don't harm nature, why should I care what they do to a few humans?
Mad Scientists: I don't know whether you need mental health or death. How about both?
Princesses: You're too young to get how the world works. Come back when you're done playing dress up.
Hunters: You call yourselves hunters? Don't flatter yourself, you're just humans with extra weapons and powers. You'll never have the satisfaction of killing with your own hands.
Mortals: I'm doing the world a favor by disposing you. Don't you dare think it's anything but that. Morons.

Inspiration
Team Aqua (Pokemon), Poison Ivy (Batman), King Orm Marius (Aquaman 2018)

Vodianoi

[Picture: A tall man with a tentacle instead of a tongue and membranous eyes quietly spinning a sharpened piece of flint in one hand, with the face of a terrified Siren reflected in his chitinous right arm. On his other arm, EXPERIMENT B-230012 is written in waterproof Sharpie. A thin line of drool traces the air from his outstretched tentacle, and bubbles violently at his feet.]

Children of the Monster Queen
Echidna cannot create. She can only take the DNA of people and animals, eat them, shove them together and spit out a deranged monstrosity that has had it's sapience replaced with animalistic instinct and the willingness to serve Echidna and Sirens who follow her. The Vodianoi are the products of Echidna's attempts to create the perfect race to survive the Deluge. They are outfitted with Malformations, the Alterations that only Echidna can provide, which serve as the Vodianois tools and weapons in the world and that damn them to service.

Becoming a Vodianoi
A Vodianoi is when a human being (or a Survivor) and the DNA of whatever marine life Echidna chooses are forcefully put together with no regard for safety on either side. Anyone at all can become a Vodianoi, perhaps with the only saving graces being that fully fledged

supernaturals cannot become one and that Echidna's whims decides who becomes the next experiment in her attempts to save humanity.

In game terms anyone without a Supernatural Advantage may become a Vodianoi, but at the Storyteller's discretion minor templates can be included. While a Vodianoi, they lose their previous minor template and it is replaced with the Vodianoi Template. When someone becomes a Vodianoi, they cannot become any other templates. Nothing save perhaps the most powerful magic on Earth or Echidna's own hand could bring a Vodianoi back to anywhere near normal, perhaps only the release of death could put them back in another life….

The Vodianoi Template
Those who become Vodianoi gain these benefits and drawbacks as part of Echidna's footsoldiers. They retain these, at least until the miracle that is turning them back to human takes place. For all intents and purposes, consider Vodianois to be like Survivors with these added effects.

The Mind of a Monster
A Vodianoi is no longer what they were before, most of all in mindset. With their sapience replaced with animalistic instinct, they behave more like an animal rather than a human. The Vodianoi is treated as a Survivor in all places where it counts. They have no Integrity and do not suffer breaking points. In calculating defense they may also use the higher of their Dexterity or Wits. Under most circumstances, their Virtue and Vice do not function, but they still serve a purpose should the Vodianoi be able to be redeemed.

Follow the Pack Leader
With Echidna infused into their cells, a Vodianoi naturally looks up to her and any Siren who shares those cells as their natural superior. Whenever the Vodianoi receives an order from Echidna or one of her anointed Sirens, the Vodianoi must obey the order without question. Any attempt to resist carrying it out is usually a Dramatic Failure. Although a Vodianoi may attempt to resist if they begin onto their path to reforming themselves.

The Creature From the Black Lagoon
The Vodianoi keep one factor very important to Echidna's missions: the ability to enter back into their previous reality to kidnap more humans. The Vodianoi may enter and exit the Celestial Ocean under the same parameters that Sirens can, save that they do not need to spend Pneuma to cross over.

From Beast Back to Beauty
Even though Vodianoi are monsters with the minds of animals, somewhere in their lizard brain and the depths of their soul do they remember what it's like to be human. A social butterfly may stick along with other Vodianoi in hopes of reading every signal like she did in her life or listen

in on her masters chattering in a language she barely understands just for the sake of it. A Vodianoi male may feel himself tackling his comrades for the sake of enjoyment, like he once had when playing american football. If there's one part of them where they were human, then they can be retaught, right?

It's quite possible, one can simply use Verses to bring back a Vodianoi's integrity. A Siren must use a performance about what the Vodianoi loved as a human should she incorporate one, and the required successes to bring back a Vodianoi's integrity so equal the Vodianoi's Alterations x3. Sadly, Echidna's power, or the way she applies it, damages the Vodianoi's soul. Though their body may be human again, they no longer bear the breath of life. They are considered to be Breathless.

For those without verses or the right Opuses or Conclusions, there is another way. Echidna made each Vodianoi by hand, and though she destroys their minds, she keeps their hearts intact. There is one flaw in every heart, a single crack that can bring out its full potential and be the one weak point that can shatter it. That crack's name is "love". To return a Vodianoi's integrity this way, they must be exposed to someone or something they loved. Whenever this stimuli is achieved, or a Vodianoi would roll to fulfill their Virtue or Vice, roll their Integrity. The threshold is their number of Alterations x3 and the time between rolls is once per day. When the Vodianoi reaches the threshold, they become a Breathless. It is possible for a Vodianoi to begin these rolls on their own, if with the mention of it being rare that they ever become a Breathless without any help.

This isn't without it's own problems however. Should the Vodianoi go a single day without rolling for this threshold, they lose one success per day. Furthermore, getting a monster close to what they love can be tricky when they look like...a monster. Reintegration to their old lives may also be difficult, considering the trauma of working as Echidna's lackeys, but the Celestial Currents are some of the ones who are interested in offering support.

Of course, Echidnals are quite aware of this flaw in the Vodianoi, and as such work to keep a tight leash on them. Getting one away from the whole may be difficult and so will finding out where they may have once lived or details of their life. There's one fortunate mistake that most Echidnals fall towards, and that's namely if they ever send Vodianoi to the earth, they will most likely be of people who once lived in that area. Though not sapient anymore, the Vodianoi do still have vague memories of where they lived, so it's better to use the ones who know their way around a place rather than those who don't know where they're at.

Malformations

Sirens refer to the strange mutations a Vodianoi receives as Malformations, strange, natural and dangerously lethal weapons grafted onto the Vodianoi upon creation to make them the top predator. Also known as "Echidnal Alterations", they are powers that both Vodianoi and Sirens may take. Unlike normal Alterations, Malformations have no rough limit on how many that can

be placed on one body save for what Echidna deems as how much is too much, and furthermore they do not cause Refraction to occur.

These Alterations do have their drawbacks. Unlike normal Alterations, Malformations are permanently present on both Diluvian and Human forms, which is often a good tipoff of a Siren's true affiliation. Granted, Echidna is aware of this too and often tries to incorporate her Alterations in ways that are not easy to spot, or are at least easy to cover or explain away.

Secondly, those who use these Alterations become bound to Echidna. This binding comes from Echidna setting her own DNA into the mix of the Sirens, making them more receptive to her and her ideas. Therefore, anyone with Malformations are able to receive her directives and compulsions to her cause. If any Siren, not just Echidnal, take up a number of Malformations greater than their Akashic Record, they gain the Echidnal Echoes Condition. Take note of their Malformations - the Siren's Akashic Record. That serves as a bonus to all rolls which helps the Siren pull off Echidna's plots and serves as a penalty to acting against them. Should they choose to switch their loyalties away from Echidna, then they start to suffer from Scylla's Condition as well. Take note of the number of Malformations the Siren owns. They serve as a penalty when resisting falling into Maelstrom.

Usually, all Vodianoi start out with three Malformations, but in time more can be grafted onto the Vodianoi if they prove to be excellently sufficient to Echidna or her servants. New Malformations cost 3 exp to gain, If Sirens wish to remove their Malformations, they may roll their Akashic Record + Stability with a threshold equal to the number of Malformations they wish to remove. However, they take a number of Resistant Aggravated equal to the number of removed Malformations, as they rip away Echidna's DNA from their very forms.

This list of Malformations should not be thought of as comprehensive, as Echidna is always testing and trying to find newer ways to make the new race from humanity.

Acidic Excretion
The Vodianoi doesn't require claws or sharp teeth to damage anything. On a certain part of its body (mostly hands and feet, sometimes tongue), that part secretes acid that eats through metal and flesh. It's considered to cause 3 Bashing Damage per turn the acid is concentrated on something or someone, wearing and melting it down. General Armor and Durability can protect against this, but if the Vodianoi has a Strength rating greater than the Armor or Durability, then it can melt through them first and make them useless. As an added bonus, the Vodianoi is immune to acids.

Chitinous Hide
The Vodianoi's skin is hard as a rock, wearing down all attacks and attempts to hurt them. This Malformation changes depending on how much of the body is covered with it. If it's all over the

body, this gives the Vodianoi general armor equal to their Stamina. If it covers only half (waist up or down), cut their Stamina in half (round up) and add it to their normal Stamina. That's the amount of armor the Vodianoi receives on that body part. If it covers only one limb (which may include the head), the Vodianoi receives double their Stamina as their Armor on that body part.

Tentacled Visage
A limb of the Vodianoi has been permanently changed into a boneless, long and dexterous tentacle. The Vodianoi gains 8-Again on rolls involving handling things with the Tentacle and 9-Again on Grapple rolls. Being boneless, it can also fit through many openings that no human limbs can fathom reaching through. The tongue may also be chosen to be changed as well, to which it's elongated to the length of an arm and the Vodianoi is unable to speak.

Pack Leader's Mark
This Malformation is rare amongst Vodianoi, but many Echidnal Sirens make use of it, serving as masters and commanders to the Vodianoi. The forehead of the Siren or Vodianoi is grafted with a tattoo like red marking of a snake eating itself that releases phermones. Any Vodianoi who look upon it (or smell it if they lack eyesight) must serve the Vodianoi's commands or requests as if they were Echidna herself. This Malformation is common on Enchidnal Sirens, but uncommon on Vodianoi. It's usually reserved for those whom Echidna believes could serve as leaders of the other Vodianoi, which shows as they have marginally higher intelligence than their fellows.

Slimy Physique
The Vodianoi's pores secrete a wet slime that greases those who touch it but never provides trouble for the Vodianoi. This Malformation covers a Vodianoi or Siren in a thin sheen of slime at all times. While covered in it, the Vodianoi gains 8-Again on all attempts to escape a grapple, bondage or anything else that might try to restrain them. As well, the Vodianoi cannot be set on fire, ever. Their tattered garments may catch aflame, but the slime prevents fire from being able to touch the Vodianoi.

Poisonous Blood
The Vodianoi's blood is toxic, pure poison to everyone except himself and others bearing this Malformation. When the Vodianoi is damaged and his blood is able to hit the target, or if the Vodianoi sheathes his own blood over whatever weapon they're using, then the target suffers from the Poisoned Tilt [GMC 212] of the Grave variation. Outside of combat, it's considered to be a Toxicity 3 Poison. As well, the Vodianoi is immune to all natural poisons. The downside to owning this Malformation is that the owner's blood becomes green, causing befitting changes to their pallor and appearance. Their blood also can never be donated or used in another being as it will surely kill the receiver.

Temperature Exclusion
The Vodianoi's appearance and genetic structure has been changed to reject one extreme of the temperature spectrum. Upon gaining this Malformation, the Vodianoi (or rather Echidnal) chooses either the Extreme Heat or the Extreme Cold tilt. Depending on which one is chosen, the Vodianoi becomes immune to the chosen tilt, but becomes utterly susceptible to the unchosen one. Double all penalties and damages taken in the opposing tilt should the Vodianoi be in those conditions. A Vodianoi cannot own two of these Malformations or any Alteration that would help against the opposing climate, they simply cancel each other out. If the Vodianoi owns the Extreme Cold version, his skin becomes pale white and almost translucent. If they own the Extreme Heat version, then their skin becomes black, almost like they were carved out of Obsidian.

Drowned Monstrosity
The Vodianoi's appearance is simply bestial, avoiding all things that a Siren's renowned for. A Vodianoi or Siren with this Malformation are capable of using their appearance as a means of forcing down Doors in social maneuvering. Their roll gains 9-Again, and any attempts to force doors via Hard Leverage can be done on one person for a number of times equal to their Presence or their Intimidation plus one, whichever is greater. The Leverage is considered to force down two doors, like if it were done as a Breaking Point at a -3 Penalty. The obvious drawback is that any Vodianoi or Siren with this Malformation are completely incapable of interacting with human society normally.

Seafloor Skin
The Vodianoi's skin is changed into something more transparent, being able to sneak through a crowded street in daylight and not being seen by your everyman. The Vodianoi gains 8 Again to all Stealth rolls, and they emit no smell or taste. However, the drawback is that this Malformation cannot be turned off, and that the 8 Again Quality is lost if the Vodianoi becomes covered with something that can make them stick out, such as clothes.

Pain is Pleasure
The Vodianoi's nerve endings are reversed. What would normally give him mind clouding pain instead gives him mind clearing pleasure. When in Combat, should the Vodianoi suffer wound penalties, they instead become bonuses to all of their rolls. They also never check to fall unconscious. The drawback is that most Vodianoi will jump at~~to~~ the chance of being hurt, or try keeping themselves in pain if it means they'll enjoy it.

Alien's Tongue
The Vodianoi's tongue has been restructured into something long, extendable and now lined with a mouth and teeth of it's own. The Vodianoi can bite as a ranged attack within five meters of itself using Strength + Brawl without needing to establish a grapple first. The damage inflicted is 2 Lethal, and the Vodianoi may as an instant action use the tongue to establish a grapple after

attacking. The obvious drawback is that the Vodianoi or Siren cannot verbally communicate, and their tongue literally cannot be held within their mouth.

Hydrodynamically Designed
The Vodianoi's body has been reconfigured into being more practical underwater, with speed and agility that drives even Sirens into envy. The Vodianoi receives 8 Again on all rolls dealing with movement underwater, which applies to Athletics rolls, rolls based on Speed and otherwise. They also may increase their Speed by multiplying their Stamina by their Speed and adding the result back onto their normal Speed. They also do not suffer penalties based on water currents. The drawback is that the Vodianoi is that much more fragile on land. They can only move 1/5th of their Speed on land, rounded up, and all rolls concerning movement on land are reduced to chance dies.

Your Flesh Is My Flesh
The Vodianoi's DNA and immune system changes, gaining the ability to steal proteins, nutrients and even health from whatever they eat...so long as it's still alive. If a Vodianoi tries to eat a living being (which must be a human or animal), they may gain sustenance for their own wounds so long as they're still reasonably fresh. For each point of damage the Vodianoi causes in eating, they're able to heal an equivalent amount of damage on themselves. The Drawback is that the Vodianoi's flesh stops showing it's natural appearance and becomes a horrid mix-match of the flesh they have eaten.

No Rest For the Subjects
The Vodianoi's eyes are truly fish eyes, unable to close and blink, but always awake. The Vodianoi never takes penalties for tiredness or fatigue, The drawback is that the Vodianoi's eyes will always be open and can become easily irritated upon land.

Two World Eyes
The Vodianoi's eyes shift colors. On their writing hand's side, their eye changes to a deep ocean blue. On the opposite eye, it shifts into a perfect reflection of the mortal world. The Vodianoi is capable of seeing the Celestial Ocean and reality at the exact same time. The only drawback is how constantly seeing in two worlds is distracting. The Vodianoi suffers a -2 penalty to any perception roll where they notice something new.

Serpent's Eternal Youth
The Vodianoi's skin changes, the epidermis tending to flake off and in time, it becomes simply another layer of skin over the Vodianoi to which they may exit out of and appear younger. This Malformation gives both cosmetic benefits and regenerative ones, any Vodianoi or Siren with this Malformation age half as fast and become capable of living twice as long. The only drawback is the process of shedding skin, which takes the course of 12 days before it may be peeled off to reveal the newly formed skin.

Monstrous Attribute
The Vodianoi becomes more adept in an attribute, encoded into them by Echidna. The Vodianoi may select one Attribute. On any rolls having to do with that attribute, they gain a +5 Bonus to uses of that Attribute. The only drawback is that a part of the Vodianoi that owned the Attribute becomes monstrous or wrong in some way. Physical Attributes make muscles grotesquely huge, lithe to the point of emacriation or hard. Social Attributes have the Vodianoi's appearance become inhumanly beautiful, scary or poker faced. Mental Attributes give the Vodianoi an oversized brain, a neck that can look in all directions or a sleepless visage.

Grotesque Skill
The Vodianoi gains an affinity for a skill that was once locked away in their lizard brain, released by Echidna. The Vodianoi may select one Skill. On any rolls with that skill, they gain a +5 bonus to use of that Skill and do not suffer unskilled penalties on the skill if they didn't have any dots in the skill before.

Horrendous Consumption
How will humanity (mainly Echidna's agents) survive the blighted aftermath of the apocalypse? This requires the means to find nutrition from the most dubious of sources. The Vodianoi can eat their chosen food to avoid deprivation regardless of its state, suffering no drawbacks or damage from spoiled and rotten food. Because of the body odor produced from their altered digestive tract, the stench applies a -2 penalty against the Vodianoi, such as for some social rolls or as a bonus when tracking them by scent. Once a scene, when feasting on the selected food the Vodinaoi can gain 1 Willpower for every Size category eaten. Sirens may choose to gain Pneuma instead.

This Malformation can only be taken once. Select the category of food for the Vodinaoi to consume:

- *Carnivore's Diet:* The Vodianoi is sustained by meat and flesh, however fresh or processed, including other animal byproducts (like eggs and milk). If the Vodianoi attacks a creature with the intent to eat it, their successful attack gains an additional point of damage (which only applies were the damage Bashing or Lethal). Treat any vegetation or fungal matter as a Toxicity 2 substance if ingested.

- *Herbivore's Diet:* The Vodianoi is sustained by the vegetation and fungal matter of nature. Instead of gaining Willpower, the Vodianoi may instead gain temporary dice used for being attuned to the environment for the rest of the scene. This bonus can be divided amongst rolls pertaining to nature such as Science, Survival or Animal Ken. Treat any meat or animal byproduct as a Toxicity 2 substance when ingested.

Dragoon's Wings
Thick membranes form the wings of the Vodinaoi. They spend a point of Willpower to activate their flight for a scene and can fly tirelessly with a flight speed of their land speed +5. However their lithe bodies of hollowed bones are incredibly fragile. Whenever the Vodinaoi takes damage they suffer an additional point of damage of the same type. This includes fall speed if the Vodinaoi's wings were restrained. While swimming, however, the cumbersome wings remove the 10-again quality for underwater movement, unless the Vodinaoi spends 1 Willpower to restore the quality for 1 scene.

The Mundane Ocean

It's big, it's blue, it covers 70% of the surface area of the earth and we only know up to 10% of its total area. We need it to survive and without it, we die sooner than we should've. This is of course, the rivers, lakes, and oceans of the world. While most of the Chronicles of Darkness takes place up on dry land, there's always a chance that a story might be on the high seas, or a part of the area the players are at includes rivers or lakes, even as scenery. Within Siren, it's more than possible for a Chronicle to take place within water. Therefore, these rules shall be the first rules within anywhere in the World or Chronicles of Darkness that details the deep blue sea.

General

The aquatic landscape is split between two kinds of temperaments, placid or flowing water. Placid water encompasses lakes, ponds, stretches of the ocean and even underground reservoirs. It is the easier of the two, as almost all sources of placid water do not cause penalties on swimming in them and anyone within may move in any direction. Flowing water on the other hand is always moving at at least a few miles per hour, dragging anything caught within it away with them. If a character has a foothold within flowing water, which can depend on other factors such as how much of their body is submerged or the like, they may not be dragged away by it. Otherwise, objects and people automatically get dragged a number of feet from their original position at the end of the turn they spent within flowing water. The effect of flowing water is covered within the Current Tilt.

Entry and exit of water is usually an instant action where your character cannot act the turn they decide to enter/exit. If a reflexive roll is called, the character suffers a -3 penalty to the roll until the turn afterwards.

Water Clarity affects Perception rolls. Placid water tends to have more clarity, and flowing water tends to lack clarity. Sight based rolls suffer from the Water Clarity Tilt, and perception rolls based on hearing are considered to be reduced to a single die (but not a chance die).

Saying that water is dense is like saying the Atlantic ocean is damp. As such, the density of water impacts any combat rolls made within it. Halve all dicepools for combat rolls within water, and those using blunt weapons are considered to automatically fail. Grappling is exempt from this. Under most circumstances, Defense is also halved as most land based creatures are not at home in the water and lack the same intimate ways a sea creature, scuba diver or Navy Seal have with it.

Finally, the land based bodies of humanity are not made for swimming with the same efficiency as animals in the sea. For determining Speed within water, the Character's speed is considered to be equal only to their Strength + Athletics with no species factor used. If the Character has any

specialties underneath Athletics that have to do with water or swimming, the character may add a +1 to their Speed for each water based Specialty.

Sirens, Survivors, Therons and Vodianoi are exempt from the effects concerning Speed, Combat rolls and Defense.

Water Pressure

Going to different depths of water are usually only something that scuba divers would encounter, but it's still something notable when describing things to take into consideration about the ocean. Simply put, water pressure and depth is best done using the Extreme Environment system in the GMC. For reference:

Depth	**Environment Level**
Sea Level and Epipelagic Zone	0
Mesopelagic Zone	1-2
Bathypelagic Zone	3-4
Abyssopelagic Zone	5-7
Hadopelagic Zone	8-10

Water pressure is more active than anything up on land, so there is a tweak to aquatic extreme environments. Reduce the requirement of hours into minutes, meaning when a character remains Stamina minutes within a Depth Environmental Level, they begin to suffer damage each minute. Sea creatures do not experience these extreme environments, these are only for the land based perspective to suffer.

The reason for the higher environment level in the terms of Abyssopelagic and Hadopelagic Zones is because humanity, with the technology we own today, is only capable of moving down to the Bathypelagic Zone at greatest. Moving beyond it would require either further advancements of technology or outright magic to survive. Just assume that the Abyssopelagic Zone causes Lethal Damage each turn, and Hadopelagic causes Aggravated damage instead.

A Siren acclimates to a new depth in the same way a mortal does, but unlike mortals a Siren doesn’t have a limit to what depth she can sink to. A Siren may even sink down to the Hadopelagic Zone and feel no ill effects. Vodianoi and Survivors are also exempt.

Depth Acclimation and The Bends

If the character waits a minute every 100 feet he moves up or down, he can acclimate to the depth he's currently at and may move vertically further, not suffering Environmental Levels

unless he sinks to 800+ Feet (around where the Bathypelagic Zone inflicts EL 4). In other words, the character gains the Acclimated Condition. If a character doesn't allow themselves to acclimate, then they may suffer from The Bends Condition.

Equipment

Rebreather
Die Bonus +0, Size 4, Durability 3, Structure 4, Availability 2-4
A rebreather is an apparatus a character uses in order to breathe oxygen in environments that are a danger to the respiratory system. The simple answer is that a rebreather and tank can last about an hour before it can't give anymore oxygen.

Scuba Gear
Die Bonus +4, Size 6, Durability 2, Structure 3, Availability 3-5
Scuba Gear is designed for swimming to lower depths and when used with a rebreather, can easily provide some time a character may spend underwater completing their business. This suit is light and flexible, adding the dice bonus to all rolls made within water as well as adding to their speed. The only drawback is the gear doesn't provide armor (unless it's a Dry suit, which has a 2/2 Armor rating), so be wary of predators in the deep.

APS Underwater Assault Rifle
Die Bonus +0, Size 3, Durability 2, Structure 3, Availability 5, Range 30/20/11, Clip 26+1,
The APS Underwater Assault Rifle is as it sounds, a rifle made for shooting underwater. Because conventional bullets are ineffective, the gun fires flechettes which give the gun the Armor Piercing 2 quality. The Ranges are not separated by how far they can go, but by the farthest it can shoot depending on depth. At the highest depth (near the surface), it can shoot up to 30 feet. When it begins to go lower depths, it can shoot at a maximum of 20 feet, and at the lowest depth it can go up to 11 feet in distance.

The Celestial Ocean

All humans dream that the future will be built on the backs of futuristic technology and medicines to replace all illnesses. To many people, the future takes the form of the better tomorrow. But sadly, this is the World of Darkness, where those hopes are crushed daily and attempts to make things better are an uphill battle. It’s a world where people selfishly contain

themselves in self interest, and the worst of them choose to embroil themselves and others, and even the world itself to sate the void within. If there's no attempts to stop the damages of the world, the damages that humans, supernaturals and nature make but do not heal, then the greatest chance of the future is that it's one where there's no future. A land without hope for the next day, where people live to survive for themselves if just for one more day of their miserable existence. A world where everything should be dead, but the world and the citizens of it are not given that mercy. A wasteland that continues to hurt itself past the world's end.

The Sirens know this world exists. It's where the all consuming Deluge has already happened. It's the nigh-inevitable fate for the entire world if nothing attempts to stop it. Welcome to the Celestial Ocean, the world drowned by despair and water, where everything has died, and where Sirens were born from.

The Deluge

When most people think about how the Celestial Ocean sounds or appear like, they will most likely imagine that the apocalypse will happen underneath a huge tide of water. But this is not true. In truth, the Deluge is the culminations of all apocalypses, past and future. It is to this extent that the event that causes the Deluge to occur is ultimately unclear because in today's day and age it's possible for anything and everything to have a hand in causing the Deluge. After all, an apocalypse caused by hands of man is just as plausible as a freak backlash caused by nature or the cosmos. As for why it takes the form of the world drowned by a torrent of water, Sirens theorize that because all life began with the water, so too does water contain the same means to destroy all it has created.

The Song

However, it is a world where all sense of time has broken in an attempt to reach back and try to ensure the Deluge shall never happen. It's not only because the denizens barely keep any track of days or months, but also in that the Celestial Ocean itself is functionally sealed off from a normal stream of time. For example, no matter how much an Octopus might attempt to scry for the Deluge's occurrence, she will never see it directly happening, nor will she see the subsequent creation of the Celestial Ocean. Ceto, or what whispers Sirens recall of her, claims that it is due to the intervention of the Song that both allows the Celestial Ocean to hold a connection towards anything that has been before it and that allows Sirens to rise. Only the longest lived of Sirens can give concrete answers to how the Celestial Ocean interacts with reality. First off, every Siren upon their Drowning also receives a vision of all the people who could become Sirens, humans in stasis so to speak unless they manage to undergo the drowning themselves. If those people die in reality, then their representations also vanish in the Deluge. In a metaphysical sense, the Celestial Ocean is connected to every point on a timeline where the possibility of the apocalypse is possible, and yet when interacted with a Siren, it only shows things in her present that she

belongs to and knows best of. This also means that Sirens cannot go back into the past purely through the Ocean.

Entering the Ocean

The Celestial Ocean isn't something all beings can simply enter, whether by accident or on purpose. Entry into this realm in almost all cases is a deliberate action, if only in the case of the one opening the way.

For Sirens or Survivors to enter the Celestial Ocean, they simply require full body submergence in a source of water and sending a point of Pneuma. She rolls her Akashic Record + Resolve as an Instant action in order to enter. Sirens gain half of their Akashic Record as a bonus if the water has the same parameters as their Water. Leaving consists of the same action. A Siren can bring others across with her, but they must be submerged as well and she takes a penalty equal to the target's Resolve.

Dramatic Failure: The Siren enters, but they end up in a hostile area or perhaps alerting something less concerned about her health to her whereabouts. If she meant to take someone with her, she enters alone.
Failure: The Siren fails to enter and/or bring someone across with her.
Success: The Siren succeeds. To onlookers on Earth, she fades in a mass of bubbles and sea foam. To beings in the Celestial Ocean, the Siren suddenly appears in the Celestial ocean in the same area. She takes a -3 penalty to all rolls upon the turn she enters.
Exceptional Success: The Siren may make rolls without the penalty listed above.

For most mortals however, entering the Celestial Ocean isn't much of a deliberate action. For the most part, the forces behind the Drowning can cause a mortal to be dragged there for the briefest instant to experience the Surfacing. However, most sources behind the Song or with it can take them to the Celestial Ocean, for some reason usually only with individual mortals. If the Siren uses a Verse dealing with the Deluge Opus (mainly manifesting its effects upon an area, like a Disaster), or an area gets wracked with a Flooding from a Quagmire, roll any individual mortal's Resolve + Composure against the effect's Environmental Level. If they do not gain an amount of successes equal to the effect's level, they automatically get dragged into the Celestial Ocean.

It's not uncommon for stories of people getting lost in storms to be stranded in the Celestial Ocean, nor is it uncommon for them to return as Sirens or Survivors. In all cases, being shoved into the ocean causes a Breaking Point within the mortal.

Despite this, there are still some mortals who can enter the Celestial Ocean on their own. All it takes is to know how to listen for the Song. If a mortal has Occult dots and an Occult Specialty for the Song or Sirens, they may attempt a ritual to open the way to the Celestial Ocean. The

payment to open the way is paying a Willpower Dot, which may be bought back with experience. The ritualist simply requires being completely submerged in water when attempting to enter the Celestial Ocean. The mortal simply rolls their Resolve + Composure. If the ritual is done within a Quagmire, grant the Quagmire's Resentment as a bonus to the roll.

Dramatic Failure: The mortal fails spectacularly. Perhaps they're dragged into a hostile part of the Celestial Ocean, or near where a bloodthirsty Theron is waiting. Perhaps the Song forces itself upon them and they undergo the Drowning.
Failure: The ritual fails, and the ritualist pays a dot of willpower for nothing.
Success: The ritual succeeds. When they open their eyes, they'll be within the submerged area they completed the ritual in within the Celestial Ocean.
Exceptional Success: The Song empowers the ritualist. The character regains their Willpower dot and refills their willpower as if they fulfilled their Virtue.

Topography, Time, Travel and Survival

The Celestial Ocean, simply put, always appears like a drowned version of the present day reality that the Siren belongs to. Therefore, it's basically a copy of a drowned Earth. All travel times that normally apply on Earth also apply within the Celestial Ocean. Perhaps the one thing that it lacks is the existence of any other realities that would normally be connected to the Earth. There is no Shadow, Underworld, Hedge, nor is there any Twilight for that matter. This calms some Sirens, as it means they have less they're required to deal with. To others, it simply freaks them out because the Deluge isn't just a danger to a single reality, but to all realities connected to the Earth when it happens.

Some things are for certain however. There are six types of waters that dominate the Ocean, the very same that all Sirens surface from. Polaria, Tropicana, Freshwater, Gardenia, Vaporia and Discordia. The six waters move according to both season and area wherever they inhabit. Polaria and Tropicana's influence comes during the heights of Winter and Summer respectively, but they're omnipresent within the tropics and poles as well. Freshwater and Gardenia also linger about where civilization and nature thrive the greatest, and only in the middle of sunken cities and untouched wilderness do they have the greatest influence. Finally, Vaporia and Discordia's influences change with the weather and level of conflict in the areas of reality. As such, Vaporia only ever takes priority when there's major storms and Discordia where disturbances both natural and unnatural occur.

Each Water has a level of influence in the area based on the current events in reality, how much they happen in reality and what impact they have on it. These are known as Influence, Prevalence, and Impact respectively.

Level	Influence	Prevalence	Impact
0	Safe environment, events of little notice	Uncommon weather or event	Little to no impact of weather or event/change
1	Light weather, cold enough to begin breathing problems or hot enough to cause first degree burns.	Yearly weather or event	Weather/Event causes inconsequential damage/changes.
2	Heavy weather, cold enough to cause damage or hypothermia, hot enough to cause first degree and second degree burns, minor radiation poisoning or disease pandemic	Monthly weather or event	Weather/Event causes noticeable damage/changes.
3	Desert or polar exposure, heat rapidly causing second degree burns or cold causing frostbite. Moderate radiation exposure or disease pandemic	Weekly weather or event	Weather/Event causes moderate damage/changes.
4	Desert Sandstorm, Blizzard, Tornado, Tsunami/Earthquake, major Radiation exposure or disease pandemic	Everyday weather or event	Weather/Event causes extreme damage/changes.

The levels of Influence a Water has is basically the same as Extreme Environmental Levels, how much of a general penalty is imposed when that specific Water's Disaster imposes on the beings present in the Celestial Ocean. This penalty doesn't apply to attempts to use Verses or to Trace however.

Prevalence measures how high the Water ranks in priority, and thus which Water has the most power in the area. For example, a city going through winter might have Freshwater Prevalence 4,

Polaria Prevalence 3, and Other Waters Prevalence 0, in which case the area is shrouded in human ruins and disease while ice and frost coat everything. The Water with the highest Prevalence is also the one whose Influence is used to determine the overall Environmental Level of the area. In the above example, since Freshwater has the highest Prevalence, it's Influence is implemented as the Environmental level.

Finally, Impact measures which Environmental Tilt is produced during a Disaster. Roll each Water's Impact on the area. Failure indicates that the Tilt fails to activate, if all Waters suffer failures then no Tilts occur. The Impact with the highest successes means that the winning Water's specific Environmental Tilt is active in the area as a Scenic Disaster. If a tie occurs, then both of the tied Waters tilts happen at once. If the Impact ever gains an Exceptional Success, then the tilt is active in the Area as a Disaster Storm.

Despite the world not recording time anymore, time still flows at the same rate as it does in reality. The sun still moves through the sky and the seasons still have negligible effect on the places sunken to the depths. Travel is almost the same as if going through the world normally, except it's all underwater. For Sirens, this is an advantage, as their bodies were made for getting through water quickly and efficiently.

Survival in the Celestial Ocean is still possible, if more akin to surviving a post-apocalyptic wasteland. There is still food in the form of plant life, Therons to be hunted, even Survivors can trade goods. Even mundane mortals don't need to worry about gasping for air. For some unknown reason, mortals are capable of breathing in the Celestial Ocean. Nobody really knows why.

Disasters, The Deluge's Tolls

Even past the end of the world, the earth is still crushed under the aftershocks of its own apocalypse. Storms of all kinds rage in the depths of the Celestial Ocean. Blazing heat and blistering cold, tough currents and storms of radiation, pestilence and tsunamis reshape the landscape and provide no safety. It is only within a Grotto that the inhabitants can find shelter from the Disasters that plague the Celestial Ocean.

A Disaster is when an area comes under the effect of an environmental tilt within the Celestial Ocean. There's usually two types of Disasters, the Scenic Disaster and the Disaster Storm. Scenic Disasters occur at the end of every scene or 24 hours a Siren experiences in the Ocean, whichever comes first. Disaster Storms however are not as predictable as Scenic Disasters, often causing anyone within to either hide in their Grottos until it's passed or simply try surviving it, thrashed about by the effects. The land outside can shift and change depending on the Disaster taking place, even crops and the like can suffer if they're left outside. Disaster Storms double the penalties and damages caused by the Tilts and Extreme Environmental Level in the area, and

unlike a Scenic Disaster, they only take place the moment that the Impact of the Water gains an Exceptional Success.

Each Water has several Tilts associated to it, and given how Waters can overlap, multiple Tilts can happen at one time. It is recommended that one doesn't take this list to be comprehensive. The players and storytellers can come up with new tilts to suit the waters.

- **Discordia:** The waters of Discordia are home to all the bloodied and ruined futures of the world. The tilts possible include, but aren't limited to: The Radioactive Contamination Tilt, the Pollution Tilt, the Riot Tilt [CoD Dark Eras 576], the Swarm Tilt [DTD 179].
- **Freshwater:** Freshwater holds the ruins that humanity brought onwards and as a result of their creations. The tilts possible include but aren't limited to: The Plagued Tides Tilt, the Riot Tilt [CoD Dark Eras 576], the Urban Collapse Tilt [CoD Dark Eras 573], the Zombies Tilt [CoD 150].
- **Gardenia:** Gardenia has the disasters brought forth by nature in all it's forms. The tilts possible include but aren't limited to: The Tsunami Tilt, the Earthquake Tilt [CoD 282], the Swarm Tilt [DTD 179].
- **Polaria:** The Extreme Cold Tilt [CoD 282], the Blizzard Tilt [CoD 281], the Ice Tilt [CoD 284], the Poor Light Tilt [MtA2E 323].
- **Tropicana:** The Extreme Heat Tilt [CoD 282], the Inferno Tilt [DTD 386]
- **Vaporia**: The Strong Currents Tilt, the Heavy Winds Tilt [CoD 283], the Meteors Tilt.

Celestial Water Pressure and Depth Acclimation For Sirens

With the Celestial Ocean being the post-apocalyptic future for existence, it still follows many of reality's rules. One of which is water pressure. Dive too deep, and a Siren faces the weight of the waters crushing and harming her. The Celestial Ocean is not exempt from this phenomenon.

Water Pressure and Depth Acclimation follows the same rules in the Celestial Ocean as it does for mundane oceans above, with a twist. Mortals in the Celestial Ocean are capable of sinking to any depth they like to without any ill effects. This also goes for the natural inhabitants of the Celestial Ocean, the Survivors and Therons.

Trinkets and Treasures

The Celestial Ocean isn't just the aftermath of the Deluge. Even in the barnacled ruins, there's still treasure and objects waiting to be found for those willing to seek them. Within the Deluge, there are countless items known respectively as Trinkets and Treasures.

Trinkets within the Celestial Ocean are the same as Trinkets made through the Transform Conclusion, save in how they're created. To find a Trinket within the Celestial Ocean, it requires an extended roll of Akashic Record + Investigation, with a Threshold equal to the Trinket's

Merit rating. The Siren rolls once every 10 minutes. If she's seeking for a particular Trinket, then apply a bonus or penalty depending on what kind of Verse she's looking for.

Trinkets within the Celestial Ocean form in correspondence to events in the Prediluvian World. For example a serial killer's knife might become a Trinket within the ocean, bearing the Target - Blood - Destroy 3 Verse within it, and it would be found tucked away in the drowned ruins of his own home. This does mean that Ocean Trinkets can be easier to pick up than ones created through Transform, but there remains a catch. For Ocean Trinkets to remain existing, the events they're tied to must retain significance to a community, enough to be well known for at least a month or so. An item that becomes a treasure but then loses significance becomes an ordinary, if waterlogged and ruined, item again. It is possible for a Siren to manipulate events to make the Trinket significant enough to remain as one.

The other kind of object that can be found within the Deluge are not tied to current events, but rather towards people. These items, known as Treasures, tend to form about the people responsible for causing events to occur in reality. These people become known as Despots, and all Despots have a Treasure linking to their very soul. Treasures are much rarer than Trinkets, but Treasures hold more value than any Trinket. When a Siren holds a Treasure, they automatically may count their Amour rating towards the person the Treasure represents as up to Sensory level. The Siren may also, at any time, kiss the Trinket and for the purposes of gaining Pneuma, treat it as if she were feeding through *Once Kissed, Twice Shy.* And finally, she may use the Trace to change the person's soul. All of these are covered underneath Dealing with Ruins, Treasures and a Change of Heart.

There is a single drawback of Treasures. If the person dies while the Treasure exists, or their soul is drained, the Treasure immediately rots away. As well, it's almost impossible to get a Trinket describing a supernatural being. Almost.

Some Survivors are savvy to capturing Trinkets and Treasures, if it means they could have a bargaining chip to Sirens and what wares they may grant.

Inhabitants

The Celestial Ocean still has its inhabitants despite its sorry state. There's three types of beings that live within the Celestial Ocean; the Therons, the Survivors and the Vodianoi.

The Therons are merely mutated animals that live in the Celestial Ocean. Most of them are still recognizable as related to some family or genus found on Earth, but they're drastically mutated to survive underwater. The Sirens of Wisdom theorize that the changes are mainly dependent on a mixture of evolution and some case of mutagenic alteration whose catalyst is only possible in the Deluge. Needless to say, these animals are perhaps much more dangerous than their earthly

counterparts could hope to be. Design Therons as if they were normal animals, but place Alterations onto them. Being animals, they also act appropriately. It's common for Therons to correspond to a specific Water and to appear as certain waters gain more influence.

One shock that occurs to most Sirens as they enter the Celestial Ocean for the first time is that there still remains some leftover human life within them, if mutated to live in water instead of on land. Even weirder is it that they seem to mirror inhabitants on earth and the problems they're going through as well. Given the Celestial Ocean's achronal nature, most Sirens have taken ~~up~~ to calling them "the Survivors". These inhabitants of the Celestial Ocean live as if order and stability never existed, fending for themselves and their families in attempts to stay alive another hopeless day. Why there's a massive amount of Survivors, few can say. Some Octopi and Anglerfish believe that the Survivors of the Celestial Ocean are literally survivors of the Deluge, unworthy of the Song and simply still trying to live on in spite of things. Others think they are echoes of the world's problems, reflected in the future the Celestial Ocean presents. To an extent, they both are true.

Finally, the Vodianoi. Technically speaking, they are all sapient beings of the Celestial Ocean on the same level as Survivors. However, they are more often than not connected to or commanded by Echidna or Echidnal Sirens. Almost all Survivors fear their appearance, as it may mean the Echidnals will appear and drag them away to Echidna for her mad experiments.The rules for Vodianoi are found within Chapter 4 of this book.

Survivors of the Deluge

The Survivors found within the Celestial Ocean are, without better words to describe them, weird. Due to the nature of the Celestial Ocean, the Survivors within the Deluge always manifest as humans with the required basic aquatic features to allow adequate movement underwater and survival underwater along with the ability to resist the biome of the Waters they live in.

Their weirdness only continues when one inevitably notices how the Survivors within the Celestial Ocean seem to correspond to the mortal in the antediluvian world. Not all mortals have a Survivor counterpart within the Celestial Ocean, but all Survivors have a mortal counterpart in the antediluvian world. To wit, there's only millions or so Survivors compared to the billions who thrive on the Earth's surface.

Why is this so? Not even the longest lived of any Current know for sure. Some theorize that, given the Celestial Ocean reflects the dour future awaiting humanity, the Survivors are then akin to the actors upon the stage. Some do lament their mistakes that lead to the end, while others are part of a system that lead to the end happening in the first place.

Despite all of this, there are ~~is~~ a few things known of Survivors. Their psychology is about what you'd expect of people who would live in a post-apocalyptic wasteland fighting each day to survive: very pragmatic, selfish and the perfect example of Darwinism if humans had regressed back to nature. That said, this methodology they all share makes them very easy to deal with simply by appealing to their sense of survival. It's not hard for a Siren to simply head back to earth and retrieve some food to give to a Survivor in exchange for information, shelter, or whatever else the Siren asks for.

Another thing that is easy to tell with Survivors is how they seem to appear according to problems in the human world. The nature of the "problem" Survivors pop up in regards to seems to have a broad definition both in terms of what people have Survivor counterparts and what the problem is dealing with. The people could be the perpetrators, the victims, the bystanders who see it and do nothing about it or the people trying to fix it. The problem could be a dysfunctional family that threatens to get their friends involved, political mudslinging and slander between two candidates nobody likes, or even a base of Flensers causing problems which have a potential number of victims in the mix. So long as it has the potential to hurt a community and it's inhabitants, it seems to be recognized as a "problem" to the Celestial Ocean.

Society of the Survivors

It's unnatural but not uncommon to find lone Survivors living in the wastes of the Celestial Ocean, namely whenever they're out getting materials or food or a Siren finds out an empty Grotto is not empty at all. The stark majority of Survivors tend to be family units for a loose definition of "Family" depending on who the Survivors are counterparts to. These units are bound together through the problem that occurs in reality, and their overall homelife reflects in the Celestial Ocean as well by what they do in the post-apocalyptic wasteland. There's always jobs to be done, such as hunting for food, upkeep of the Grotto and gathering supplies. The families of Survivors found in the Celestial Ocean can have any sort of relationships with each other, be it amicable friendship, bitter rivalry or simple teamwork through gritted teeth.

How lone Survivors or families of them act with a different loner or group is a whole lot simpler: they simply ignore the existence of the other faction, lest they begin intruding upon their territory or it begins to affect one Survivor's livelihood. These conflicts take the form of fighting over territory, enforcing borders or even stealing supplies or Grottos from one another. Coincidentally, some Sirens have noticed that when a problem in reality concerning the mortal counterparts intersect, it seems to cause conflict on the Celestial Ocean side as well.

The end of these conflicts either end when the problems stop intersecting, but sometimes they can become one bigger problem that ends with the losers being subsumed into the winners. As a result, Celestial Sirens attempt to stop the problems from occurring or becoming bigger problems

on the mortal side by resolving them, whereas some Abyssal Sirens may try to exacerbate problems until they're entire festering problems on the mortal's end.

Some Sirens believe that the moment the Celestial Ocean is populated entirely by Survivors, each a counterpart to a person on the Earth, will be the moment the Deluge begins. To many, this doesn't sound far from the truth.

Sidebar: Dirty Deeds Done Dirt Cheap

So now there only comes a single question. Given that the people on Earth can have a Survivor Counterpart, what happens if the two met? What happens if someone from a *possible* future meets with their *actual* past self?

Well, explaining what happens next is still a point of contention in metaphysics for Siren scholars. The baseline of what happens is that the person stops existing entirely. Everything according to their identity and past is gone, and they leave behind nothing detailing their existence. No amount of family records will report them, nor will they appear according to the Trace or supernatural methods (save those that can deal with Time retcons).

So naturally, many Sirens have taken up forcing such "meetings" as a way to get rid of people without a trace of their existence. In fact, this is the reason most people depict Sirens taking people to a watery grave…

The Ruins of Existence and their Rulers

In the Celestial Ocean, the possibility of the end of existence is reflected within its waters within the Survivors, Trinkets and Clues it creates. However, it doesn't mean what's done in the Celestial Ocean doesn't have an impact within reality as well. Like two mirrors reflecting each other, one in the sky and one under the sea, actions in either world can have a distorted but visible effect upon each other.

As such, there is a way one can affect problems manifested in the Celestial Ocean within the Celestial Ocean itself. Each problem, each den of Survivors connected by the chain of destruction made possible by the Deluge are known within as "Ruins". So long as they fester, they remain a problem for the safety of their community, their ecology, their politics or the financial state or whatever their touch invades. Thematically speaking, a Ruin could arise from any problem on Earth.

Within Ruins can a Siren find a majority of Clues pertaining towards the reasons for their existence, as well as Survivors who could tell the Siren what is causing (or has caused, the Celestial Ocean is post-Deluge afterall) their downfall. The answers can be as varied as the Survivors one can meet. In most, if not all cases, a Siren will find that one or a few people are

responsible for causing a Ruin. These people at the center of the Ruin are known as the Despots, the rulers of the Ruins who wrap them and the people they can hurt around their fingers.

Dealing With Ruins

Given the nature of a Ruin, the next question that comes up is "how to stop the Ruin from continuing". As is known, a Ruin is synonymous to an event causing harm in reality. Stopping the event in reality will end the Ruin's existence, up to the point that ~~the~~ the various Survivors making it up disappear~~ing~~ in sea foam. Given that within Ruins lies the Clues to key events that caused the ruin to manifest be they Survivor versions of people on the Earth outside or scraps of items found within the event, Ruins are a viable way for the Storyteller to introduce plot hooks or the players to find a plethora of information about the current plot.

Of course, some Survivors may recognize the value of Clues and the like and keep them for themselves, or dealing with them may also be a requirement to get anything meaningful out of a Ruin. Ruins, their contents and the like should be if not hard, then at least attainable. Once a Siren has the information she feels she needs, then can any potential scenarios come into play. For example, a Siren can learn there is corrupt financing at work with a supermarket, paying health inspectors bribes to keep their on-the-verge-of-molding foods on the shelves for another day and endangering a community to food poisoning. It may take some simple clues (possibly locked away in the store's safe) to find this information out, and then may a Siren go about attempting to fix the problem. Perhaps she exposes the financial records to the police, or she gets together the community to notice the wrongs in their very food. Perhaps she hires an actual health inspector to close down the store.

Of course, as theoretically simple it is to learn how a Ruin operates and figuring out how to stop it, it's equally theoretically simple for a Siren to manipulate a Ruin. They do have Clues that can lead to, more often than not, incriminating things. Why not cash in on it? From the above sample, perhaps the Siren tries to blackmail the stores owners to paying them in cash, depriving them of money to stay afloat to serve the Siren's needs. Perhaps they try to make the situation worse by introducing viruses to the food while nobody's looking, or find some sap to tempt. Or perhaps she just burns the damn place down and finds the Ruin is no more when she returns, problem solved right?

One idea could also be influencing the Despot. If they're able to manipulate or persuade the person responsible for creating the Ruin, then they could simply end it by stopping their impact on reality, right? Once more this is only theoretically simple. In reality, it's really hard. Most people wouldn't believe that "their actions will have a grave impact on the future" and Despots aren't any different from "most people". Despots, both human and Survivor sides, are often unaware of their impact on reality or that they're considered a special threat in the eyes of the

Sirens. The only thing that really sets them apart from other Survivors is that the Despots alone are responsible for creating a Ruin.

Granted, there is one way a Siren can directly manipulate a Despot and with that the Ruin. When a Ruin is created, it holds an impression of the Despot's reasons for making the Ruin, the manifestation of his soul given form in the Celestial Ocean. These manifestations belong to the Despots and Despots alone, but they may be taken from them as the Celestial Ocean gives them physical form.

Clues of the Past

As the Celestial Ocean holds the Ruins of the past within it, it's simple for Sirens to sift through the wreckage to find pieces they can Trace on that lead back to the present reality. Perhaps they find a serial killer's knife, rusted with blood and covered in barnacles at his last crime scene, or a waterlogged safe containing the tax returns of a corrupt company. Most Ruins are also filled with potential Clues a Siren may use to find the causes of them.

In any case, searching for Clues [CoD 77] in the Celestial Ocean is much easier than doing it on Earth. The Celestial Ocean lacks many obstructions that would normally hinder Clue searching (namely humans who would try to hide them), so a Siren can easily spend a good chunk of time ~~to~~ looking for a Clue. All she needs really is knowledge of where the event took place, or the people who took part of it and where they frequent most to begin her proper search for a Clue in the Celestial Ocean.

It does come off as strange to the Sirens of how the Celestial Ocean keeps such keepsakes of the Prediluvian Times, but some simply attribute it to the same way a person might keep mementos of a lost love. It hurts to remember, but it's hard to let go. Clues found in the Celestial Ocean are almost always found in very good condition. No water logging them and rusting their importance, no damages from the disasters that wrack the Waters hurts them.

There is an unfortunate tendency in where some Clues may appear within a Ruin. Survivors there can sometimes be persuaded to let them go, but others hold onto them as if it were their saving grace. In short, interactions with Survivors tend to vary with the Survivor being talked to and can be as varied as dealing with humans. Feel free to penalize the roll depending on how much the Survivors try to protect the Clue.

Sidebar: Can Anything Be a Clue?

One has to wonder, with the Celestial Ocean being able to hold Clues in pristine condition, does this mean that any Clue for any scenario can be found there?

Well, yes and no. Yes, it holds Clues pertaining towards problems that have some sort of impact on the Deluge which can span a great deal of areas. No, because not all things on Earth relate to the Deluge, or have some impact that can eventually become a contributing factor to the Deluge.

Even if a Siren can't find a Clue pertaining to what she views as a problem, there's nothing stopping her from using her Trace from the Celestial Ocean on things or places she wishes to Trace. In these circumstances, a Siren can still very well find out the answers herself without the need of Clues. For the purposes of Trace, treat the Celestial Ocean as if it were in present day Prediluvian Earth.

Treasures

Within every Ruin lies a Despot, the creator of and the reason that Ruin exists. And for every Despot does a Treasure exist, the manifestation of their soul that forced the Ruin to come to be. Why these Treasures manifest alongside Ruins and Despots is often a point of contention to Sirens. Perhaps it's because the Survivors who are Despots are recognized as more of a threat by the Celestial Ocean, and as such their Treasures are made in recognition of their station. Or maybe it's because Despots are of recognized value in reality, and their souls become a Treasure in the Celestial Ocean.

Whatever the case, each Despot only has one Treasure just as every human has only one soul. Treasures can only be found within the Celestial Ocean, specifically in the areas that the Ruin takes place at. Since it's possible for there to be multiple Despots at one Ruin, it's equally possible that there'res multiple Treasures in a Ruin.

Finding Treasures is almost ridiculously easy for Sirens in theory. Since it's connected to the Despot's soul, all a Siren needs is something relating to that person (or better yet, the person themselves but the general area of the Ruin will work just as well) and her Trace to seek it out in the Celestial Ocean.

Getting them, however, is a whole 'nother story. Treasures are almost always kept on the person of the Despot or somewhere safe, normally somewhere a Siren wouldn't be able to get into. If getting something meaningful from a Ruin is supposed to be an attainable task, then getting a Treasure should be, in all circumstances, hard. Almost all Survivors connected to a Ruin will attempt to keep the Treasure within the Ruin's bounds, and they protect it with the utmost secrecy. Killing a Survivor is the same as killing a human for Sirens, so those more attached to Civilization Stability may suffer if they try to go through that method.

But for all the difficulties that should be present to attain a Treasure, they hold so much of a boon in the hands of a Siren. For one, Treasures connect very deeply to the Despot and their human counterpart. When a Siren attempts to use a Verse on them, she may target them through the

Treasure, and her Amour rating is considered to be at the same stage as Sensory. A Siren may even kiss a Treasure, draining Pneuma directly from the Despot's soul as if she had fed through *Once Kissed, Twice Shy.* Furthermore, if she Traces the Despot to whom the Treasure belongs to, she doesn't need to invest within the Range of the Trace to see him.

There is a third way that Sirens can use Treasures to not only their benefit, but that which can lead to the disintegration (or the exacerbation) of a Ruin. They can do so by warping the Despot's Treasure, thus warping their soul.

A Change of Heart

When Sirens had first attempted to Trace the Despots using their own Treasures, they stumbled upon an amazing discovery. Not only did the Trace look through events of the Despot's life with amazing clarity, but the Trace is capable of impressing itself upon a Treasure. Changing its shape, color, texture or the like as the Sirens desired. It's not the cosmetic changes to the Treasure that was impressive, but the fact that by changing the Treasure, they also affected the soul of the Despot it belonged to. In other words, using the Trace on a Treasure allows Sirens to read and affect a Despot's Soul.

To manipulate a Treasure, Trace may be used as per normal. Pneuma is spent and multiple Sirens can help in a Teamwork action. The Despot doesn't receive any roll to resist any changes either. The only change is that each part of the Trace changes in function, each of which twisting the Treasure and thus soul in a particular way.

Time of the Trace: All of the other powers of the Trace leave an impression upon the soul of the Despot. But for how long does this impression remain? This is what the Time of the Trace is used for when reformatting a soul: directing how long the changes last upon the target. With enough successes invested in the Time of the Trace, it's possible for a Siren to make the changes last quite awhile. For each success invested in Time, the Despot's soul is affected for one month per success.

Range of the Trace: Instead of covering how far away a Siren may direct her Trace, Range of the Trace affects how much a Siren changes the soul. There are many things a Siren can change about the person. "Change" is defined as "adding, removing or editing" pieces within the target's Soul. What a Siren can change in the person's soul includes their Virtue, Vice, Integrity, Aspirations, Memories and Conditions that affect the mind or soul. The Siren may change one condition she can change per success she invests in Range.

Clarity of the Trace: The Despot cannot hide anything from the Siren who holds their Treasure, for she can read him like an open book. The Clarity of the Trace, when used on a Treasure, allows the Siren to do just that, reading through the Despot's memories, experiences, skills and

the like. In out of character terms, it's somewhat like reading the Despot's character sheet and backstory. What a Siren can view with Clarity is limited to Attributes, Skills, Skill Specialites, Virtue and Vice, Integrity, Merits, Conditions, Aspirations, Memories, and any supernatural powers the character may have.

To be more precise, for each success a Siren puts into Clarity, she may choose one specific part of each category, or more than one if she uses multiple successes on the same category to different ends, to read and get a general idea of. For example, say a Siren invests 4 successes into Clarity. She chooses Attributes twice, Skill and Skill Specialties. She chooses Presence, Composure, Academics, and any Academics Specialties. She finds that the Despot is quite charming (Presence 3), able to keep their head cool under pressure even if they were about to die (Composure 5), he's quite well learned in multiple areas, but a place he really shines is in ancient history (Academics 4 with Ancient History Specialty).

When it comes to extremely broad categories like Memories, Aspirations, Conditions, Merits and/or Skill Specialties, a Siren is free to spend successes in them if she chooses and allow the ST to randomly pick what she sees. Sirens who get answers from this can do the Trace at a later time and ask if there's anything other than what she's seen to narrow down the rest. It is possible for there to be no answers as well.

Audience of the Trace: Humanity is a social creature, and Despots are no different. A Siren who invokes the Audience of the Trace upon a Despots Treasure may affect how he relates to people in his life, or how weak or strong this relationship is.

In game terms, for each success a Siren invests into Audience, she may raise or lower the Despot's feelings for another according to the Amour Chart. For example, if a Despot has few feelings for a victim, but a Siren wants to use Audience upon the Despot to force them to feel concerned for the Victim, compassionate to them. She would need two successes invested to move up from Few Feelings to Acquainted, then Acquainted to Concerned.

If a Siren wishes to change how a Despot views a relationship, such as changing love into hatred, then the process is similar. The Siren needs as many successes equal to the step of the Amour Modifier the Despot has for the target. So for example, Passionate needs 5 successes, Partiality needs 4, Concerned needs 3 and so on and so forth.

Verse of the Trace: Unlike most functions of the Trace, the Verse of the Trace is the only thing that has no changes. A Siren may still use the Verse of the Trace as she does in a regular Trace. If a Siren uses the Verse of a Trace upon an event described in the Despot's memories, then it changes the event rather than the memories to add in what the Siren used the Verse for.

Safe Places and Grottos

Despite the danger of living within the Celestial Ocean, it's possible to survive there. The Survivors and Therons have managed to do it, and Echidna has a sunken city all to herself and her servants (albeit charmed by Verses). All it really requires is creating a Safe Place to which you can make into a Grotto.

Creating a Safe Place in the Celestial Ocean is possible by using an already existing Safe Place in reality that is ~~are~~ "apocalypse proofed" (bomb shelters are popular for Sirens), or by crafting one within the Celestial Ocean. To make it into a Grotto, it takes an Extended Intelligence + Crafts roll to fortify it against the Disasters with a Threshold equal to the Safe Place Merit rating. The time between rolls is approximately one hour. If a Disaster is occurring while a prospective Siren is making a Grotto, apply the Impact of the Water it belongs to as a penalty towards building.

Even if a Siren doesn't own a Grotto of her own, it's not unheard of for Sirens to bargain with Survivors and share a Grotto with them. Afterall, Sirens can bargain the use of their powers, service, or trading goods that the Survivors need from the mortal world or even protection from Vodianoi and Echidnals. It's not uncommon for vastly sized Grottos to house a community of Survivors and Sirens almost like how the stereotypical underwater mermaid kingdoms appear.

The Temptation of the Song

The Song still goes out through the Celestial Ocean, reaching for more people to touch and change. The promises of universal harmony the Song presents tries to make the people who listen to it seek for beauty, even in places where they cannot survive in or were never meant to go towards. Ironically, the Sirens are not surprised by ~~of~~ this fact. Afterall, the promise of universal harmony can become twisted and lead to the Deluge instead. The Song similarly twists those it touches who are not attuned to it.

While a normal, human character who isn't supernatural in any way enters the Celestial Ocean, the Song will try to alter them. For the purposes of this, this is an extended roll. Take the highest Influence present within the area the human is at added to the Depth Environmental Level. The interval is one roll per hour spent within the Celestial Ocean and the Threshold is equal to the Target's Health.

Dramatic Failure: The character realizes that where he is is dangerous not only to mundane health, but to his basic biology as well. The character loses one copy of the Moved Condition.
Failure: The Song simply fails to move the character.
Success: The Song sings through the character's body and soul, moving him to seek beauty in the deeps and preparing him for it. If the Threshold is reached, the Character gains the Moved

Condition. They begin to transform to be more suited for the sea, growing gills and fins, even grow which only get more drastic with each copy of the Moved Condition. If the Character suffers a number of Moved Conditions equal to their Health, they are forced to undergo the Drowning and become a Breathless or a Siren.
Exceptional Success: The Song overwhelms the character. Reduce the time between rolls in half.

A character who receives a number of copies of the Moved Condition equal to their Health, they're automatically forced to undergo the Drowning. This can mean that the person becomes a new Siren, or they become Breathless. More often than not, this leads them to becoming Breathless, due to not being in tune to the Song's frequency. How this is determined is up to the Storyteller, but some conditions can help influence the decision. If the subject is suffering from the Soulless Condition or any related conditions, they're more likely to become a Siren if they're only suffering Soulless, while those who are so far gone as to have the Thrall Condition are more likely to become Breathless.

It's not impossible to save someone from this fate, at least before they're forced to Drown. To remove the Moved Conditions from a mortal, they are required to be exposed to something or someone they love within the Pre-Diluvian world, an anchor back to reality if one will. While in the presence of the anchor, the moved human automatically returns to full humanity. For each hour they remain in the presence of the being or thing that they love, they also lose one copy of the Moved Condition.

One would wonder if this could work for the Breathless to cure their condition. The answer is sadly no. Changing one's supernatural nature is about as effective as trying to stop gravity from functioning, it doesn't work that way.

Uses of the Celestial Ocean

Now with all of the dangers of the Celestial Ocean made clear, the Disasters, Survivors, Therons, Vodianoi, and even other Sirens, there's undoubtedly one question that crosses every Siren's mind at one point or another. "Why even go there in the first place?" Like most treasures in the sea, it takes looking below the water's surface to find the answers to these questions.

Safety: There's one thing that's hard to deny - The Celestial Ocean is a dangerous place and nobody in their right mind would think of casually setting up shop there. And yet that's what makes the Celestial Ocean so useful. It's someplace that nobody thinks of staying at for long, and is an ideal place for people who desire safety from the mortal world. Due to this factor, it's common for Sirens of all Currents to think of finding safety within the Celestial Ocean. It's the biggest reason why Grotto building is so popular, after all.

Treasures and Trinkets: The most obvious benefit of the Celestial Ocean is the ability to find Treasures and Trinkets as stated in their section above. No Siren knows why they only appear in the Deluge and not in normal reality, but for what it's worth, they truly are treasures amongst the ruins. No Siren can also assume where they may find any, but more than a few (namely those in Cocytus) are aware that they can be cultivated from major events in reality. Some even make it their profession for Treasure Seeking.

Clues and Survivors: As stated above, within the bad future of the Celestial Ocean may the Siren find clues of events and tragedies that she can enforce or prevent in the present. The case of Clues are simple to find and deal with, as they may be an object or place connected to events the Siren hopes to interfere with.

However, the Survivors show a peculiar inclination when it comes to Clues. More than a few of them however can show surprising knowledge on events. Sirens are surprised that the Survivors can show such an affinity for the world before the apocalypse, but then again the existence of the Celestial Ocean relies on the existence of reality. These special kinds of Survivors tend to be descendents of those in important events (and yet they strangely appear like the people they're connected to), or even self-professed Flensers who've survived the Deluge and regret it ever happening. Whatever the case is on these special Survivors, no Siren knows. However, for the right price, these survivors are willing to divulge all the information they can in hopes their future will be fixed.

Honolulu, City of the Drowned

Beginning paragraphs on the pollution problems of Honolulu, as well as disturbances in the civilized and natural world (possibly with Hawaii's history/native culture) in the mix too.

Theme: Trying to fix problems
Mood: Cold War

Mundane Honolulu

Population: The largest city of Hawaii, Honolulu has a population estimated to 390,738 people. Asian American makes up most of the inhabitants, with 54.8%, followed by 17.9% white, 8.4% native Hawaiians and 1.5% black. American Indian and Other Pacific Islanders are fairly rare, with only 0.2% and 0.8% respectively. By 2010, its urban area was considered the fourth densest in the United States.

Climate: As would be expected of a city on a set of islands located just above the equator, Honolulu experiences a hot semi-arid climate with a mostly dry summer season, due to a rain shadow effect. Temperatures rarely change, with average highs of 80–90 °F (27–32 °C) and average lows of 65–75 °F (18–24 °C) throughout the year, but on occasion they can reach much higher. The seasons of Fall through Spring are well renowned to be the main times where rainfall occurs for the islands, especially during Winter. Unlike it's contiguous bretheren, the State of Hawaii in general doesn't face any hurricanes or tornadoes.

Economy: One of Honolulu's obvious sources of money is through Tourism, which serves as it's principal industry. It's then followed up by federal defense expenditures, which include military defense, R&D and manufacturing, and agricultural exports (chiefly pineapples). Granted that it's the largest city and home to the largest airport on the Hawaiian Islands, Honolulu is a natural gateway to the islands' large tourism industry, which brings millions of visitors and contributes $10 billion annually to the local economy. Honolulu's location in the Pacific also makes it a large business and trading hub, particularly between the East and the West. Hawaiian Airlines and Island AirCargo are headquartered in the city.

Government: The Government within Honolulu is ruled by an elected Mayor within Honolulu's Captiol District, along with most of the other Hawaii state government buildings. The Capitol District is found within the Honolulu Census County Division, located on the Southeastern end of Oahu. This division covers Aloha Stadium, Pearl Harbor, Hickam Air Force, and Hawaii Department of Public Safety. It should be noted that due to Hawaii's strategic importance in the Pacific, several countries have consulates in Honolulu. These countries include Japan, South Korea, Phillipines, Federal States of Micronesia, Australia, and the Marshall Islands.

Culture: Honolulu houses multiple museums, of note they house the largest collection of natural history specimens, the world's largest collection of Hawaiiana and Pacific culture artifacts, even large collections of Asian, Western and Islamic Arts. The Waikiki Aquarium is a working marine biology laboratory and has an outstanding partnership with the University of Hawaii and other universities worldwide. Of note, Honolulu also has the Hawaii International Film Festival which is held once every year and shows films across the Pacific Rim which can only be described as "East meets West". Talents, both local and national, are equally at home at Honolulu's ampitheatre's and malls as well.

Media: News throughout Honolulu is covered by its single daily newspaper and magazine, the Honolulu Star-Advertiser and the Honolulu Magazine respectively. They also make use of several radio and television stations, among other media. Local news agency and CNN-affiliate Hawaii News Now broadcasts and is headquartered out of Honolulu. Of note, Honolulu and the island of Oahu have also been the location for many film and television projects, such as Hawaii 5-0, Lost, many Elvis films and the like.

Transporations: Travelling by car through Honolulu has been noted as inefficient, given that the city has been able to beat Los Angeles for having the nation's worst traffic congestion. However, the island the city is on, Oahu, is the most developed, and the easiest to travel using public transportation. Despite these problems, Honolulu is home to Ala Moana Center which serves as a major public transportation hub for TheBus, Honolulu's mass transit system. Ala Moana Center is the center of Honolulu's public transportation system and can be accessed by routes from all points on Oahu. Trolleys, Shuttles and Taxis are plentiful, but not inexpensive.

Chapter Four: Current Events and Secret Societies

Insert Quote Here

Basically describing the various factions at work in Honolulu, which include:*
Flenser Status *maybe name them as something other than "Flenser", they are loads of medium-large companies across the globe strung together and not a single entity, so abit of individuality can color them nicely*
Celestial Currents
Abyssal Currents
Furies and Quagmires *As said before, Leliel made a cult, I wouldn't mind writing that*
Poseidon International and Other Hunters *Just because independent hunters can be fun to write up :3*
Yakuza/Criminal Involvement *To fit in with Lel's story ofc*

Poseidon International

"Hello new employee. My name is Dr. Ernest Egarsson, CEO and current chairman of Poseidon Labs International. Let me be the first one to welcome you to your new job in Poseidon and I, along with the rest of the board, hope you have a long and happy career with us."

As their employee introduction video would tell you, Poseidon International was a corporation that began in 1885 under the name of "The Oceanography Enthusiasts Club" where it had it's origins in Norway. It had began under the purposes of studying oceanography that hosted anyone willing to join, and within 5 years of it's beginnings it would be recognized as a scientific organization by the Swedish Government. It's history has it's ups and downs, including the original creators dying in a shipwreck, destabilization and eventual resurrection under the new name of "Poseidon International". From their death as enthusiasts, they rose from the ashes as scientists studying the sea and how it's bounty could help humanity which leads their focus on their projects today. It ends off with a list of their current studies in sea sponges and desalination of water, and the factor of higher experiments allowed for only higher status personnel and due to the nature of those experiements, any expression of knowledge will lead to, in their words, "your termination".

For what it's worth, Poseidon International is indeed forward with what they do. The only thing they leave out is how those undocumented experiments are upon any Sirens they capture in hopes of trying to make the possibility humanity capable of living underwater come true.

As few Sirens, and most Flensers, know Poseidon International is one of the more prevalent Siren Hunters that are around the globe. Though their real HQ is cemented in Norway, they do open up new locations about major cities close to sea on most continents, and one of their most active ones is within Honolulu, from which they report the most success in their work.

One would be justified in asking “Why aren’t they in with the Flensers”? That reason is because in the early years of Poseidon, the Flensers have disregarded them as simple ocean enthusiasts and that it would be a waste of money and flesh to try and get them to join. It wasn’t until a certain event occurred that Poseidon began looking into Siren physiology as a way to help humanity by making them capable of living underwater that the Flensers saw them as potential threats. The feeling is mutual.

As it stands though, Poseidon is woefully exceeded by Flensers in hunting Sirens due to their Cybernetics and Gene Mods, so instead, Poseidon excels in hunting singular Sirens to take back to their labs and study them for as long as they’re alive. Their buildings are small, but defensible. Their real power lies in some...inhuman traits their hunters show. Inhuman strength, durability or skill with things. And they show unfaltering loyalty to the chairmen and women of the company.

In truth, Poseidon International is actually controlled by a shoal of Echidnal Sirens who use the company to expand Echidna’s research and take out any Sirens who are deemed a threat to themselves. Most of the higher personnel (and hunters) tend to own Malformations, granted by Echidna’s blessing, without being completely turned into Vodianoi. This is what still makes them a credible threat to Sirens and Flensers alike, and Honolulu is a great place to deal with both.

Stereotypes
Celestial Currents: Can’t you see? You’re committing a sacrifice for humanity here!
Abyssal Currents: These are the easiest ones to capture, but they can’t sit still and accept their place.
Flensers: Selfish pricks who yearn for only flesh and see no greater picture to things.
Furies: Sometimes, we’re ordered to avoid places. I dunno why, maybe it’s that feeling of being watched?
Other Hunters: They impede on our resources, and so they must be stopped.

1.You learn that poseidon is building a new project, Poseidon's Kingdom, a Aquarium-theme park in Honolulu. You also learn that Rolf Tevit, Poseidon's marketing director is coming to promote this project. This your chance to kill him and weaken Poseidon.
2. (This is part of a possible crossover with Werewolf) You hear that certain elements within Poseidon are tiring of the company's' constant failure to accomplish the Amphibian Project and with being commanded by Echidna's sirens. The rumors also tell that these men have turned to worshipping a spirit calling itself a Idigam. This may seem beneficial but who's to say that the Idigam would be any better that Echidna. You also been hearing rumors about a werewolf sniffing around this subgroups projects.
3. Poseidon has announced that they are building a new research vessel with the capability of holding over 10,000 crewmen. You know that if that boat ever makes it to the ocean, it will be a living hell trying to avoid it. So you decide to infiltrate the shipyard and destroy the monster before it is finished. But who knows what kind of security features Poseidon has guarding the ship.
4. Poseidon has managed to capture your sibling who recently Drowned. You decide to rescue her but you discover that she has joined the Echidnal Sirens. Is it possible to redeem her or do you have to put her down?
5. Dr. Ernst Egarsson, CEO and Chairman of Poseidon, has passed away. Without an heir, The Board is squabbling to find a new sucessor. This is your chance to place someone into the Board who will help end the inhumane experiments.
6. Bad news, you have been captured by a Poseidon research vessel. The scientists on the boat are planning on taking you back to the Honolulu Research station. Your only hope is to somehow escape the vessel.

Crossovers

The main thing when having another venue with your Siren game is the consideration of how other supernatural forces will play a part in the 'End of the World As We Know It.' How they compare to Sirens isn't the only focus, it's how the other Supernaturals might/do bring the world to its doom. How this occurs fits the importance of the mixed setting on your Chronicle. Other Supernaturals don't have to be at fault directly, a cataclysm could come from either Civilization ("humanity's full uprising against their predation from Vampires, or forced history by Geniuses") or Nature ("out-evolving the need of Werewolves, or erasing the long geographies of Mummies or Leviathan").

It's possible how another kind of Supernatural views their mythos would shade their perspective of a passenger visit into the Celestial Sea. It brings a mix of potential interactions from Sirens trying to gain allies into incomprehensible matters, trying to convince big shakers and movers of the consequences of their folly, or as outright antagonists if a group is extremist/self-justified enough it causes catastrophic ripples in the Deluge.

As such, in this section, Siren details the possible interactions between themselves and other supernaturals, including a few fanmade gamelines. Each gameline will have their own perspective upon Sirens and vice versa, as well as an associated Cataclysm of how the Celestial Ocean may appear to them. Also included are a few Opuses which would best interact with other Supernatural beings.

The Deluge of Other Gamelines

In short, when working with Siren in a crossover setting it is the ultimate exercise of conservation~~conversation~~ of detail. Consider that the sister venue paired with Siren will play a part in the Deluge. If Sirens are the muses, oracles, and stand-takers of the conflict between Civilization and Nature, another society of supernatural figures will have their own impact on both and thus a massive impact on the Deluge.

Although the Deluge has no Twilight and no connection to other realms, its cataclysms in a crossover venture should hint to where these realms originally were. The cataclysm is decidedly supernatural in origin but should still be shaped by how that venue interacts with both Civilization and Nature. Entering the Deluge of a Geist game reveals a dead sea where the dead of the Underworld have been spat out. The Deluge from a Promethean game is the result of of the Firestorm to end all firestorms. In a Changeling game the Deluge contains the hardest bite of when Arcadia's thorns bite in too deeply onto reality. With a Leviathan crossover the Rift and the Deluge have become one and the same, only as the ultimate end instead of the origin of primordial waters. And Princess could have the Second Fall, with Darkness having taken all of

the world and not just the former kingdoms.

Dealing with other Supernatural figures will be harder than dealing with humanity. As they are no longer mortal they don't fit as easily in the conflict of Nature and Civilization. But they have their own influence on the conflict, however realized, much as Sirens can be both preventers and instigators to changing trends.

This is decidedly more of a thematic problem, one to shape the entire scope of your Chronicle. Thankfully when it comes to the mechanics of Crossovers that becomes very easy with the applications of the Opuses.

The Eaters of Breath and Blood (Vampire: The Requiem)

Out of any other supernaturals, there's no other that can relate to Sirens quite as well as the Kindred. They both have lifespans that outdo that of mortals, they both feel an aching need to relate to humanity and hold onto that, and they both feed on vital functions of a human, their blood and soul. They both also carry a masquerade for they're the only Supernaturals without supernatural protection to hide them.

For all their similarities, how can Sirens and Vampires hate each other so much?

From the perspective of a Siren, their societies are made out of self-interest or pursuit of their own governments and nightly games of immortality, carelessly creating and sacrificing their "pawns" at their very whims. They have the ability to bind people in false love through their blood, making the unfortunate human dance to their whims even up to their deaths. They lack the spark of life and the ability to create, only capable of corrupting that around themselves. For the Celestial Currents, such mistreatment of relationships and casual disregard for human lives and futures is what many Sirens believe that can lead to the Deluge. Though tensions never rise to the level of outright conflict, at best Sirens and Kindred can walk past each other with concealed Alterations and fangs.

On the opposite end of this spectrum is the Abyssal Currents, who either bear a morbid fascination with the societies of the undead, an outright alliance or outright animosity. Cocytus and Oceanus both share an interest in the natures of the Kindred and their powers, more out of how their characteristics might be used for making the perfect race for the servants of the She-Viper. Acheron tend to watch and learn how Kindred games go, if they're not attempting to manipulate them then they're learning the art of manipulation itself. Phlegethon for their part love the Kindred and enjoy joining up with more rowdy Kindred for nights of endless fun, blood and death. Lethe and the Flensers however have a somewhat special relationship with Kindred, primarily where the Masquerade can be upheld, for funding of "environmental projects" and also

out of interest for the Flensers' special modifications. And of course where Lethe benefits, Styx strives to annihilate and as such, Styx bears utter animosity for the walking undead and seeks to cleanse their filth from the beauty of nature.

For all these problems and alliances and the like however, there still remains individual Sirens and Vampires who do manage to get along regardless of views.

The Damned's Perspective: For their part, the Kindred do not so much as hate Sirens as they ignore them. After all, who are they to intrude upon their business? Despite this, few Vampires who take up enough interest in them do note how they bear similarities to Sirens as listed above. Those who know the existence of the Furies and Survivors also relate them to their Strix and Ghouls. Some Vampires even theorize that Sirens were formed from a form of aquatic Strix that have replaced their need for blood with that of souls and human breath to survive underwater. Mentioning this theory is, of course, a horrible idea to do in front of Sirens and has ended in bodies being drained and souls being devoured.

Antagonists: As a whole, the Celestial Currents tend to be unified in their stance on Vampires, namely to walk on eggshells around them and don't cause trouble unless they do. Some Sirens who dislike vampires more tend to circumvent this unwritten rule by using Trace to see if they're up to something, and more often than not a Vampire is either a pawn in something or actually up to something. Should the Vampires in question be aiding the Flensers however, all bets are off to what the Celestials will accomplish. The relationship between Abyssal Currents and the Covenants however are more amicable, being as they are listed above.

It's not uncommon for a threat, such as Vodianoi kidnapping prized Ghouls, Furies acting up with their Floodings on Vampiric institutions or for a massive Strix attack to force Sirens and Vampires to forge an alliance. As can be expected however, the alliance usually remains until the conflict is dealt with and then it immediately dies.

Waters and Currents: The Waters and the Clans usually appear close enough that some get along better than others. The Water of Tropicana and Clan Daeva both share a passion for life and an interest in the mortals about them. Clan Gangrel and Water Gardenia are not necessarily guaranteed to be well off together, but those most interested in aspects of Nature get along like a house on fire.

For their various parts, the Covenants have a better relationships with the Currents. The Invictus and the Celestial Currents bear a need to uphold the masquerade, and yet at the same time the former also works with Lethe out of interest of their developments and making money for their opulent lifestyles. On more scholarly ends, the Ordo Dracul has a friendly relationship with the Current of Cocytus, being seekers of knowledge and sharing their findings with the other. On

more destructive parts, those of Belial's Brood and Acheron are said to join together in their pursuits to destroy existence.

Some of the Circle of the Crone are also said to have been seen with Echidnal Sirens before. Some even go as far as to say Echidna is an aspect of the Crone who fled from the Sun in the lightless depths of the oceans. Sometimes those same Vampires are said to vanish and be taken to Echidna to be christened anew. None have been said to return, but sometimes Sirens note the existence of monstrously strong Vodianoi that crumble at the touch of sunlight…

For their individual part, the Flensers are not ignorant of the immortal properties of Vampiric blood. One of the major reasons Flensers tend to be allied with Vampires is for the chance to study it and ascertain its properties. Sooner or later though, the Flensers studying it realize it's addictive properties, usually when a Vampire ghouling a test subject has managed to achieve major status within the organization. Flensers foolish enough to take to Vampire blood are left to feed on it and are cut off from their share of the Siren flesh, and more than a few Vampires are savvy enough to play on their Thanatophobia.

Suggested Opuses: Death, Blood, Freeze

Mechanics: Sirens can become addicted to the properties of Vampire blood, but they cannot be made into ghouls or suffer other effects mortals would normally face when drinking the stuff. As well, Flensers can also use Vampire blood to withstand the effects of Gene Mods, but whence off of the stuff they're automatically forced towards their advanced age.

Sirens may feed from Vampires as if they were normal mortals, but doing so causes the sleeping Beast to stir from within and lash out. If a Siren drains enough Pneuma to eat a permanent dot of Willpower or that is greater than 11 - the Vampire's Blood Potency, the vampire may force any conditions that could be caused by Predatory Aura upon the Siren: Beastial, Wanton or Competative Conditions [BaS: 301, 307 and 302 respectively].

For their part, Vampires find that unlike most food and drink, they may consume the flesh of Sirens and their bodies will process it. They do not excrete it of course, but they find that they age backwards from their apparent age as if they were a human consuming the flesh. The state of undeath however does revert them in time. For each week the vampire is deaged, they age back one year until enough weeks pass that they're back to the apparent age of their embrace.

As well, Vampires cannot make use of Cybernetics or Gene Mods from Flensers. Their undead bodies do not send brain signals and thus cannot interface with Cybernetics and their flesh cannot be accentuated with the genetic changes meant for the living.

Cataclysm: The Frozen Night

The Society of Vampires is made upon the foundation of humanity, waxing and waning with the population of humans. Moving in the same motions are the Strix who seek to subjugate humanity and take everything that it holds dear. What would happen if these two opposite forces managed to tear into humanity to the point that they're the major force over it?

Such a Deluge reflects into the Celestial Ocean. Within it, the waters remain eternally tinged red with blood of survivors being torn apart for their lost master's sustenance, either at the hands of their fellows in cultist or ritual-esque traditions that hold no meaning or by the talons of fish-bird like Therons who viciously rip apart all who cross their dens. It's a world where the sun had been blotted out and plunged into a paradise for Vampires and Striges who are mysteriously absent, where night rules forever and the land remains frozen in time and in temperature for eternity.

In the Deluge, these environments pertain to the Waters of Polaria and Discordia respectively.

Shifters of Land and Sea (Werewolf: The Forsaken)

In the World of Darkness, nature truly begins to thrive when the night falls and the moon's pale glow shines over the landscape. Granted, supernaturals can be active day or night (with a few exceptions), but the night is an easier time to shift to one's true nature and act as such. Sirens know this, bearing their Diluvian Form to thrive underwater. However, there are those who live in the wilderness of nature, who shift between forms of pure animal, human, killing machine and all in between. Being of a similar nature, the Sirens and Uratha are perhaps the first to notice this fact and as such, each other.

The similarities between Sirens and Werewolves is usually a huge defining point for Uratha-Siren natures. They both bear a tightrope to walk, one a lucid balance of civilization and nature, the other a harmonious connection between flesh and spirit. They have forms outside of their mortal form that are indistinguishably visible as the same being, and fall to rage at those who harm that which they care about. Not to mention they both tend to budge into circumstances based on events or sudden rise in Spirits in the Shadow.

Of course, the few differences lie that tend to refute attempts at relations. First is in their difference of "Mothers" so to speak and their forms, After all, the Uratha have five forms whereas the Sirens bear only two. Werewolves being that of Land and Sirens being of the Sea. Not to mention that Siren's distinctly lack a stake in the Shadow compared to Werewolves, despite the Furie's interesting similarities to Spirits.

That said, given their similarities and differences, the Sirens sometimes refer to Werewolves as "their brothers from another Mother".

The Forsaken's Perspective: On their end, the Werewolves tend to either have mutual feelings or their perspective is laced with caution. Afterall, there's many different types of shifters, either equal in power or host to horrid beings. Who's to say that Sirens aren't the same as any of these, if the only type to be related to water? It's usually after making sure a Siren isn't some special kind of Host or Idigam that the werewolves feel safe to put their claws down.

Some Werewolves do speculate the similarities between themselves and Sirens, especially when taking the science behind the moon's orbit and its effect on the tides could mean there is a supernatural connection between Luna, the Moon and Ceto, the Sea. Some say they are the same being in different forms, just like how the moon changes as it dances and the sea's mood changes with the day. A few go as far as to believe they are sisters. Whereas Luna distances herself from mankind and cares (in her own insane way of course) for her children by remaining around earth, Ceto was in love with Humanity, and as such took the form of the Sea itself so she could always be near them and adopted those she loved as her own.

To Werewolves and Sirens who believe this theory, they also believe it shows in their "Duties" as it were. Werewolves keep humanity safe from the predation of Spirits as their Father did, and Sirens try to hold existence together so it may continue existing.

Antagonists: Sirens who see the divides between the Pure and the Forsaken Tribes see a faint similarity of those between the Celestial and Abyssal Currents. One side forsakes their duties in favor of their eldritch plans for humanity, whereas the other holds up their duties from their matrons to keep the order of the world thriving.

Of course, this take is painting with a rather wide brush. Afterall, nothing says Abyssal Currents and Pure Tribes will get along, and nor do the Celestial Currents have to get so well with the Forsaken Tribes.

Waters and Currents: Like Werewolves, the Sirens share a system of their Water being related to a biome of the Earth like how the Urathas' Auspice is tied to the phases of the Moon. In particular, the Sirens of Discordia and Gardenia can find Werewolves fascinating due to the aspects they take after.

As for the Celestial Currents, the Current of Harmony tends to be the one to deal the most with Werewolves, if mainly due to upholding the state most Werewolves desire to maintain. That and they tend to serve as the natural diplomat when dealing with Werewolves or their events. On the Werewolves end, the Iron Masters are the ones who most commonly interact with Sirens or who may get caught up in their events.

For the Abyssal Currents, Styx and the Pure Tribes have one of the better relationships to each other, as they worship their own spirits and seek to increase their influence, eventually coming towards dominating humanity. A match made in Hell is also done between the Bane Wolves and the Sirens of Acheron, due to their mutual desire of ravaging the Earth.

One other current that stands out beyond the rest is Oceanus and their relationship to the Idigam. Given the Idigam's weird essence shaping abilities upon their hosts or humans and Echidna's interest in making her children apocalypse proofed, sometimes the Echidnals try reaching out to them, allowing them to test new forms on their Vodianoi in exchange for essence and service.

Suggested Opuses: Animal, Growth, Passion

Mechanics: When a Siren feeds from a werewolf, she becomes touched by the Rage hiding within the Urathas soul, that boils out and enters the Siren herself. For each point of Pneuma the Siren drains, she takes an equivalent penalty to all Maelstrom rolls. On the other hand, being fed from brings a peace of mind to the Werewolf that quells the same rage. The Werewolf gains a bonus towards all Death Rage rolls equal to the Pneuma the Siren had drained.

As for Werewolves, feasting on Siren flesh doesn't grant Essence, but it does confer the usual benefits as if a human ate Siren Flesh. Werewolves may be affected by Gene Mods as normal, but they cannot make use of Cybernetics. Cybernetics are made to be applied towards human bodies, not a human body that can shift towards four other forms. As for Survivors, their flesh yields no Essence, nor does any Therons that appear wolf like.

Cataclysm: The Ravaged Earth

Werewolves seek to hunt, to keep the world from the depredations of their so called “Pure” brethren and the spirits who go too far in harming humanity. What would happen if the world were to fall underneath the weight of the Pure and the spirits who harm humanity?

The Deluge caused by Werewolves sees the Shadow and reality twisted into one horrific place, destroyed by the greenery of the natural world and the unnatural weirdness of the Shadow. It’s where all sorts of Therons and Survivors thrive, all eldritch and barely passable as their respective animal or as anything that was once human and everything is nearly reverted to a neolithic state of violence. It’s where the landscape of the Celestial Ocean is twisted, conforming to strange patterns and ways to where it seems to have a mind of it’s own.

Such a Celestial Ocean is property of Gardenia, Vaporia and Discordia.

Celestial and Supernal Truths (Mage: The Awakening)

The Awakened’s Perspective:
Antagonists:
Waters and Currents:
Suggested Opuses: Human, Dream, Pressure
Mechanics:
Cataclysm: Damaged Both High And Below
The mages

The Principle and the Song (Promethean: The Created)

The Created’s Perspective:
Antagonists:
Waters and Currents:
Suggested Opuses: Temper, Lightning, Taint

Mechanics: Though the Prometheans have still-forming souls, they can still be fed upon by Sirens as if they were human beings. Unlike most other supernaturals, Sirens can still inflict the Drowned Condition upon Prometheans. Also unlike most usual sufferers of the Drowned Condition, the Created may instead pull themselves out of it when they gain a point of Willpower, manage to make a Milestone or even reach the New Dawn.

Feeding from Prometheans however is still dangerous to do. After all, the Divine Fire burns against all, and it burns especially close to those who feed from a Promethean’s soul. When a

Siren feeds from a Promethean, roll that Promethean's current Pyros + Azoth. Each success deals a point of Lethal damage on the Siren, manifesting as burn marks.

Cataclysm: Burnout

Prometheans walk the earth in search of what it means to be human, in spite of the fact that their existence scars the world and it's more than happy to scar the Prometheans right back. What would happen if the Divine Fire grew strong enough to create a firestorm that scorched the earth over, burning out humanity as they destroy the vessels of it's all burning light?

The visions of the Deluge caused by Prometheans show a dry wasteland of cracked rocks and overly salty sea, with volcanic vents at the very bottom of the oceans cracked open for all to see. The Survivors here are hateful of all they come across, rarely hesitant to strike down what or whoever is unfortunate enough to cross their path. Many of them are scarred however, and a few appear to be nothing more than bodies made from patchwork of different people. The Therons in the area do not resemble animals from the human world, but instead look like various different body parts that somehow gained the ability to move.

The Wild Hunt By Sea (Changeling: The Lost)

The Lost's Perspective:
Antagonists:
Waters and Currents:
Suggested Opuses: Fate, Dream, Chaos
Mechanics: For the Sirens, feeding upon Changelings is the same as feeding upon normal mortals, save that they also feel the same emotions that the Changeling feels at the moment, or that they feel the emotion that their Court is associated with if the Changeling is in one without need of the Aura Eater Merit. More than a few Sirens sometimes seek out Changelings to feel different emotions, mainly as pick-me-ups in the case of "joy".

For their part however, Changelings find that a Siren's love is more potent than any other emotion. Any Changeling who feeds upon a Siren's emotion of Love for Glamour can treat the feeding like it was feeding from their Court's signature emotion. The same goes for Changelings who feed from a Fury's hatred. Changelings may even feed from Glamour through people a Breathless interacts with, but they cannot feed from Breathless for whatever reason.

Cataclysm: The Mad World

Though the world of Arcadia is filled with beauty, it is also filled with madness that constantly tries to get into the world of reality, through kidnapping it's inhabitants and forcing them to live

in their world. What would happen if the borders between mad unlogic and the clearly defined spectrum of reality were broken?

Within the Celestial Ocean, such a mad world exists. It portrays the world overrun by thorns and brambles, where the rules of reality are more slippery than the air the Sirens swim through in the waterless realm over entire fields of empty husks of the inhuman things who drained the world dry. It's where the Survivors are simply cackling mad lunatics, following sets of arbitrary laws and derangements with no ultimate goal, where they look like terrible mixes of Theron and Survivor. It is a world drained of all it's logic, it's emotion, of all that it had that gave it some meaning or definition to the world and leaving behind nothing but madness in it's place.

The Fishermen by the Sea (Hunter: The Vigil)

The Vigil's Perspective:

Antagonists:

Waters and Currents:

Suggested Opuses: Since all Hunters are at the core of their nature "Human", it goes on as fitting to say that this Opus is the most useful upon Hunters. However, there are loads of Conspiracies and Compacts that make the use of Supernatural powers and as such, the Storyteller is free to declare any additional Opuses being required to affect them.

Mechanics: When it comes to Hunters, there's really little to nothing different about them from normal humans (save perhaps a supernatural power here and there). As such, Hunters count the same as humans for most of the things Sirens may do to them.

Cataclysm: The Unmasqued War Upon Humanity
The Hunters keep up their vigil, each of their individual lights beating back the darkness within the World of Darkness. One question that eventually arises in each hunter's mind is what would happen if they managed to join all of their candle lights together to create one huge roaring flame to burn out the darkness of the world forever and from every nook and cranny?

The problem with this of course is the sheer mass of supernaturals in the world. The sheer mass of society they inhabit, the number of people who are even minorly touched by the supernatural. The number of those people who are pawns of or who genuinely love those who are touched by the supernatural. The natural outcome of such a situation rises to create a massive war of the few who bear powerful quality beyond humanity's grasp and the sheer quantity of a population of

seven billion (and rising) humans against them. A war so great that World War 3 cannot even begin to describe it. A war that is humanity turning on and annihilating itself.

In the Deluge, this manifests as the waters tinged with blood redness and cities in complete and utter ruin. It's a world where societies have long since crumpled out of fear of their supernatural masters, where Survivors cannot trust one another save the few they have allied with. It is still a place filled with war, as Survivors wield Trinkets against one another in raids to get more supplies to live one more despairing day.

In the Deluge, these environments pertain to the Freshwater and Discordia waters respectively.

The Dead Sea (Geist: The Sin-Eaters)

The Bound's Perspective:
Antagonists:
Waters and Currents:
Suggested Opuses: Death, Freeze, Human
Mechanics:
Cataclysm: **The Dead World**
The Ghostwalkers patrol the border between the world of the living and the world of the dead, helping ghosts still lingering in the human world move on to the afterlife. However, this afterlife is nothing like Heaven or Hell.

Indeed, the Underworld is a strange and dangerous place even for experienced Sin-Eaters, where the laws of the rulers of this plane, the enigmatic Kerberoi, are held as absolute truth. Thankfully, however, the Underworld is kept apart from the physical world above and incursions from the former on the latter are rare. But that being said, one has to wonder what would happen if both realms were merged.

The Celestial Ocean caused by this possible Deluge sees the Underworld merged with the world of the living, its waters mingling with an ichorous mixture of the Plasm from vengeful ghosts and the blood from their victims. The Survivors and Therons of this Celestial Ocean have an ethereal appearance, as if they were half-flesh and half-ghost and hide in fear of the Kerberoi who rule over what is left of civilization.

Lost Civilizations (Mummy: The Curse)

The Arisen's Perspective:
Antagonists:
Waters and Currents:
Suggested Opuses: Death, Fate, Taint

Mechanics:
Cataclysm:

The Song Against the Gears (Demon: The Descent)

For Sirens, the fight against the Deluge tends to be a lifelong battle. One where it's uncertain whether victory was achieved or if it simply gave chances for even worse losses to come in the future. Most Sirens take it as good sign that the Deluge hasn't happened yet, and that most of the sides interested in it are successful thus far. In much of their fights against the Deluge however, some note that as they trace certain events, they find that the people involved with the event seem to be drawn together out of some weird plan incomprehensible to most of the very Sirens looking at it. These events sometimes are pieces of events that lead to horrid consequences for everyone down the line, but even stranger is that the more the Siren looks for concurrent events that don't lead to a bad outcome, the more she sees these incomprehensible plans. As if the gears of some machine, some plan are grinding down on human lives and forcing them down some path they wouldn't do normally.

Even stranger is when some of these Gears detach from the machine altogether and live the human's lives in their place.

Sirens and Demons have quite an odd relationship with one another. For one, most Sirens know very well that it's wise not to trust the Demons mainly because they aren't as "human" as the bodies they wear as clothing. Not to mention how little a difference there is between Demons and Angels from an outside perspective. But on the other hand, it's quite noticeable of how Demons are willing to do bad things for the greater good, much like Sirens are with keeping the Deluge at bay. Furthermore is the factor that there's few more capable than Demons in dealing with the God-Machine's plots, especially when those "preserving the status quo" plans simply leads to the Deluge faster.

For all of these reasons, Sirens tend not to interact with Demons save where their paths of "subverting the God-Machine" and "stop the Deluge" cross, within which some form of partnership could be formed.

The Unchained's Perspective: For the Demons, they find Sirens more often than not interfering with the God-Machine's plans. They view this as both a good and bad thing. Good because it interferes with the God-Machine and shows the Sirens as good for infiltrating it's plans. Bad because they're horrible at being subtle about the Machine and Angels. Few are willing to let a Siren know what's going on mainly out of self-preservation, and even fewer are believed by Sirens if they try to tell them. But if they manage to achieve some sort of connection or understanding, then the Demon and Siren can get along like partners in crime.

Antagonists: Where the Angels are concerned, there's only one thing clear about Sirens. They hate them with a burning passion. They remember many cases where the God-Machine's plans was unraveled by a Siren, near or afar, and there's even some instances noted of how some Angels became Demons from the intensity of a Siren's love. They know that the Song exists, and they remark that one day the God-Machine will harness its power instead of breaking the God-Machine's gears.

On their part, the Abyssal Currents couldn't be less interested in the Demons or Angels, save for the Abyssal Current of Cocytus. To them, the God-Machine is infinitely interesting and something that seems worthwhile to try and learn about. More than a few know Demons, for what goes better together than Demons and the Current of Dark Secrets?

Waters and Currents:
Suggested Opuses: Technology, Spirit, Pressure

Mechanics: Though Demons have many guises, they still can be fed upon by a Siren. The only problem is that a Demon's soul isn't exactly as rooted into their body as a human. On the contrary, a Demon's soul is who they are and they wear bodies like clothes. As a result, feeding from a Demon's soul can actually damage them. For each point of Pneuma a Siren steals, the Demon suffers equivalent points of Bashing Damage instead of losing Willpower. If the Demon should get their health bar filled, they may either allow it to fill up more or they may choose to clear it and take up a Glitch that remains for the rest of the scene.

Cataclysm: The Sound of Silence

The God Machine serves one purpose and one purpose alone: to preserve the status quo. But has anyone ever wondered how a world that never grows would look? That which cannot grow falls into decay and stagnation, and such a world strikes fear into the hearts of Sirens.

Everywhere in this world is colored in shades of grey. Barely any sounds go throughout the place, and yet things still thrive and move in ways that are without life or passion and yet with the frightening precision of clockwork perfection. Not even the water moves even as all other life does. A siren who walks in the Celestial Ocean under these circumstances must be careful and attempt to fit in. The entire place is watched by Angels, perched upon high buildings and walkways, gazing down like security cameras looking for any sign of disruption to the perfection.

The Children and Echidna (Beast: The Primordial)

The shadows within the World of Darkness take many unique shapes, all different from one another and all at different shades of the darkness they come from. However, there are those who

claim that all of the shadows come from the same darkness, a primordial darkness that chains them all together into one big family and strains of which that have become the respective supernaturals. They say that they all come from a single, dark mother, no matter their origin.

Of course, having their beginning with the Song and Ceto, who clearly cares enough about Humanity to keep it thriving, most Sirens would at first react by stating how bullshit that assessment is. Afterall, how is a Siren, who draws their power from their attachments to existence, be able to relate with a monster who harms all that they touch?

The reactions a Siren may have on Beasts depends on her Current, but for the most part they either ignore the Beasts or are enamoured with them. The former is usually the response that the Currents have, especially towards those who try to minimize what harm they cause. The latter however is usually born when a Beast tries to establish Kinship, and if a Siren is finding herself lacking Relationships to keep herself grounded. Especially due to a Beast's openness for "family", this usually creates a mutualistic (this doesn't denote beneficial) relationship between Beasts and Sirens.

This doesn't necessarily guarantee a good relationship between Beasts and Sirens however. Afterall, a Beast who harms a Relationship to a Siren or who causes major damages may find themselves being hounded relentlessly by fish monsters or with very creative uses of Verses out of vengeance for the Siren's love or out of fear that the Beast is bringing the Deluge one step closer.

The Begotten's Perspective: For all of the Sirens misgivings and outright confusion on the matter, ~~w~~the Beasts tend to still view the Sirens as family and tend to treat Sirens who ignore them as if they were "in the closet" on the matter. For their part, Beasts can face Sirens meddling in their affairs if it causes bad consequences in the future. Some Beasts theorize that the Sirens were formed from a special strain of the Makara, specifically those who were reminiscent of the bewitching beauty that drags people to the watery depths. Fewer go as far to say that the supposed Queen of Monsters Echidna is either a Makara who hunts humanity and makes them into her children or a Siren who is close to returning into a Makara. It's been noted that Echidnal Sirens can fly into Maelstrom when hearing this, and those who haven't note they hear Echidna's angry whispers in their minds.

Regardless, sometimes Beasts find themselves getting along well with Sirens. Afterall, sometimes heinous acts are required to be done and it's best to have an extremely strong ally that doesn't suffer moral repercussions for their actions to do it. Or perhaps a Siren has a Relationship with a Beast, to which end a Beast will find they not only have a family member who is willing to accept them regardless of traits, but also a close ally who is willing to do anything to keep them around.

Antagonists: As Antagonists, one should wonder what the individual Beast's beliefs, actions and nature is like. Some Beasts may try to reject their nature, some take to "Teaching through fear" and others are purely evil for it's own sake. Depending on the how the Beast acts, they may find themselves having Sirens either as allies, enemies or neutral parties depending on what Current they belong to.

Make no mistake however. No matter which Current a Siren belongs to, one reason many a Siren has to antagonize and/or kill a Beast is usually when a Beast traumatizes or harms one of the Siren's Relationships or Touchstones. After all, nothing is scarier than facing a fish monster who completely overpowers a Beast's human shell and drowning them in Verses and water. Flensers are also known to antagonize Beasts wherever Lethean Sirens point them out to go to, mainly because they oppress humanity's potential through trauma.

Waters and Currents: As a whole, Celestial Sirens are very wary of Beasts. Even though Beasts talk of "Family" and "Kinship", they still cannot exist without ultimately traumatizing and hurting the existence about them no matter who it is. Especially monstrous Beasts tend to be retroactively taken out by the Current of Buoyancy and Conflict to end all the suffering they have caused, and more than a few Sirens in the Current of Wisdom have a common belief when thinking the reason for the Deluge will be caused by a Beast going too far for their nourishment.

The Abyssal Currents are split on the Beast's natures, either being against them like the Celestials or welcoming them with open arms. Among those who agree with the Celestials are Styx, Lethe, and Oceanus, for the Beasts' existence and actions threaten to harm Nature, Civilization and Humanity, sometimes all at once. This does occasionally result in situations where Lethe and Styx will work together, but when the Beast has run off or died, the teamwork (which is quite generous wording considering they still get along quite terribly) ends. Oceanus is peculiar in that while they despise them for harming the humanity they wish to save, they're also willing to play along with Beasts. They dress up Echidna in terms as the "Dark Mother" that Beasts are so fond of, and should the Beast fall for it, they're basically taken as a poor dupe. Afterall, Echidna does need test subjects and if she takes out threats to humanity at the same time...well, the Celestial Currents certainly don't complain if she plays the honey trap. Especially because they never see any Vodianoi resembling the kidnapped Beasts.

Among those who are willing to welcome are Acheron, Cocytus and Phlegethon. Acheron either accepts the Beasts as a way to cope with their actions or as a way to incite Beasts to cause more destruction upon everything. Cocytus tends to be interested in the Beast's so called connections between themselves, Sirens and other supernatural splats. But these attempts at research usually end in disappointment and failure, the Anglerfish quietly backing out of the Beast's life. Phlegethon enjoys the damage Beasts may cause, though as a Current of "For the Evulz" they can find the justifications Beasts make up for their predations tiresome.

As a whole from the Beast's perspective, the Makara are the ones who can relate the best to Sirens, being representative of creatures of the depths and the sea. Especially those with the Siren's Treacherous Song and Alien Allure Atavisms.

Suggested Opuses: Passion, Dream, Darkness

Mechanics: A Siren may feast from Pneuma and affect a Beast as if they were normal humans, there's nothing special about a Beast's state that makes their soul have different mechanics. Beasts can even wear and use Cybernetics without problems unlike most other supernaturals except in their Lair, to which they cannot make use of them. If a Beast manages to achieve any of their Inheritances, then they automatically lose usage of the Cybernetics and/or Gene Mods in question.

Peculiarly enough, to Sirens a Beast's Lair appears similarly to a Ruin to the point where Sirens will call Lairs and Ruins the same thing. The reasoning being that they're both ruled by a being causing damage in the human world and that they both have something that Sirens can use to change the soul of the Ruin's ruler. For anyone with knowledge in Beast, the "Treasure" in the Beast's Lair is referring to the Horror that wanders it's chambers. Though it's a lengthy process, a Siren crazy enough (or with enough help or Verses to hold down the Horror) can attempt to reshape the Beast's Soul as if she were doing it through a Treasure. As with most rolls dealing with shifting a Supernatural's soul, a Siren's roll is resisted by the Beast's Satiety rating.

On their end, Beasts may create Kinship Nightmares that involve Sirens, and they're seen on a level of Kinship the same as a fully fledged supernatural being. They may even enter the Celestial Ocean through their Skeleton Key so long as their body is fully submerged in water. Gateways to the Celestial Ocean in a Beast's Lair manifests as a pool of water that is swirling chaos below.

Heroes Suggested Opuses: Heroes are often just simply deluded and narcissistic humans with little more power than them. As such, the Human Opus is often enough when dealing with them.

Heroes Antagonists: The Heroes tend to treat things as if they're in a fairy tale, where they're obviously the champion and everything relies on them to end in a good way. So in comparison to the Celestial Sirens who feel the need to work together to stop the Deluge, the Heroes have almost no place to exist there. Some Sirens may actually try to kill Heroes because they are so insane and narcissistic they don't even think of other people's importance and thus cause a major accident. The Abyssal Currents tend not to care for Heroes lest they get in their way, to which they tend to easily dispose of them. And somewhat akin to Beasts, Oceanus Sirens use Heroes as dupes to become more test subjects for Echidna.

Heroes Mechanics: As said above, Heroes are nothing different from normal humans and as such, Sirens may affect them the same way they do as normal mortals.

Cataclysm: Primordial Darkness

Beasts are the predators upon humanity's fears, teachers of primordial lessons that mankind has long since outgrown and doesn't need anymore. And all the while, the Beasts continue to exist regardless, giving justifications to their continued existence even as they harm the world about them.

The Celestial Ocean becomes filled with the same darkness the Beasts have emerged from in a chronicle filled with them. It's a world torn apart by them, brought back to the primordial era where they still have a meaning to exist. Survivors hide in their grottos, rarely leaving them unless they hunt and gather supplies before running back to their Grottos lest they become the hunted by particularly monstrous Therons. The water seems to fade into darkness easier than others, and is just as foggy beneath the surface. Few Survivors however are extremely strong and capable of fighting against the monstrous Therons that hunt them.

In the Celestial Ocean, these environments pertain to Polaria and Vaporia Waters respectively.

Sample Siren Kinship Nightmare: All Good Things Come To An End

You've seen it first hand. Eventually, everything you're fighting for will be destroyed, all gone in a wave of total destruction. Your home, your family, everything you love, you will outlive them all and be alone in a hollow wasteland that you've become.

Dicepool: Presence + Satiety vs Resolve + Supernatural Tolerance
Normal: The Victim suffers from the Heartsick Condition for the duration of the Nightmare. The Beast chooses a single relationship the target has for another person, and the target feels the Heartsickness towards them. Some Beasts take note to choose relationships that are either dead or far away from the target, such as a dead relative or a person in a long distance relationship.

The Condition fades at the end of the Nightmare's duration.
High Satiety: Instead of the Heartsick Condition, the Victim suffers the Heartbroken condition.
Satiety Expenditure: The Heartsick Condition remains even after the duration ends. It may only be ended after an extensive amount of time is spent with the one they're Heartsick for, or in the case of a dead relative they loved it may spur the target to suicide.
Exceptional Success: The Beast thoroughly cracks the Target's heart. Force a breaking point upon the Character.

Gentlemen…Behold!!! (Genius: The Transgression)

The Inspired's Perspective:
Antagonists:
Waters and Currents:
Suggested Opuses: Light, Technology, Chaos
Mechanics: **The inspired soul isn't all that different from that of a mortal, ~~soul~~ so a siren can harvest penuma no problem. A geniusi can transform pnen~~n~~uma into mania and vice versa using the technomancer merit.**
Cataclysm: **The spark gone wild, somehow some way bardos have come crashing through normal reality leaving manes and wonders in their wake. The corresponding havoc and inspirations have torn the world apart into chaos and anarchy where the inspired try to carve out fiefdoms and use their technology recklessly.**

The Fellow Sea Monsters (Leviathan: The Tempest)

It has been said that the waters that once coated the earth was where all life had sprang from and subsequently evolved from. Mankind was once nothing more than monkeys who had nothing but their intelligence as a weapon, and with it they managed to conquer the earth. However, there were beings that still lived in that boiling chaos beneath the waters, things that twisted the world and the minds of all those in it to serve their needs and who happily abused those underneath their tentacles.

There is possibly no greater being that Sirens generally hate (save perhaps the Beasts) more than the Leviathans. Most Sirens tend to define this hatred as one of contrast and inversion. Whereas Sirens live to keep that which they love and cherish alive, the Leviathans twist the world to serve them and force false love. The Celestial Currents add in the fact that they can easily cause Ruins simply by *existing*. Styx and Lethe tend to focus on the fact that ~~that~~ they are a danger to nature and humanity alike. Even Acheron is weary about dealing with them, since Leviathans are even MORE insane than a Siren could ever hope to be.

As a result, most Celestial Sirens attempt dealing with a Leviathan as quickly and cleanly as possible whenever they show up or keeping their damages to a minimum. After all, thanks to the Trace and the Leviathan's Wakes, they tend to be incredibly easy to find.

The Tribe's Perspective: For a bunch of marlons compared to freaking Cthulhu, the Leviathans barely pay Sirens any mind. They have no Ichor that ties them to the divine nature, nor do they express the same feelings of the divine and beast tearing you apart inside. Sometimes a

Leviathan and a Siren may try to make things work given the Tribe's need for social comfort, but more often than not the Siren becomes the dessert for the Leviathan for saying something wrong.

Perhaps frighteningly enough though, Sirens can easily display a ferocity equal to a Leviathan's when her loved ones become a victim of the Leviathan or even become Beloved. Afterall, hell hath no fury like Siren scorned. Even worse is that a few of them seem to be of the Marduk Society…

Antagonists: For Sirens, there is little similarity between the Currents and the Schools. Not that they're complaining of course, since this lack of common ground means they won't become crazy for being in their presence or comparing notes.

Waters and Currents: When it comes to any form of similarity to the Leviathans, the closest that can come to empathize with their lifestyle is that of the Water Discordia. Other than them, most of the Waters are sane enough to not wish to deal with them

The Celestial Currents as noted tend to be very well aware of a Leviathan's presence. Granted, they can only do so much when trying to look at a Leviathan can drive them mad and they'd have to affect the cultists instead. The track record here tends to go back and forth. On one hand, some Celestials are successful in cutting out a Leviathan. On the other, some go utterly insane. And sometimes, both things happen at once.

The Abyssal Currents responses aren't much different. Only two things of interest can be noted of them however. One is that the Flensers are keenly aware that all Leviathans share lightning as a weakness, and as such at the first sign of a Leviathan's presence, some Flensers may be deployed with lightning wielding Cybernetics and/or a Lethean who knows the Lightning Opus.

Second and last is how the School of the Abyss and the Abyssal Current of Cocytus sometimes get along. The former can show ways to secret troves of knowledge unavailable on land and the latter can be a good partner for long, lonely ocean voyages.

Suggested Opuses: Growth, Water, Chaos

Mechanics: Feeding on a Leviathan is noted to be exceptionally hard for a Siren, almost as if they're trying to drink the entire ocean. Affecting their soul isn't much better either. When a Siren attempts to drain Pneuma from a Leviathan or changing their soul, treat it as if Ocean Minds were in play. A Siren needs to "drain" Sheol + Depth number of Pneuma to recieve one dot of Pneuma. The Leviathan doesn't lose any willpower lest it allows the Siren to drain that much.

Though a Leviathan may be hard to influence proper, their wake is large and terrible and thus makes them easy to find. A Siren who attempts to Trace the Leviathan

Cataclysm: The Primordial World

The Leviathans have been scattered to the winds, bloodlines nearly destroyed and their grip on the world nearly shattered. Even so, they are still gods and their mighty powers may still conquer the world given the chance.

Such an abysmal possibility reflects within the Celestial Ocean, and thankfully it only ever exists at places where Leviathans are prevalent. The Celestial Ocean shows the world submerged in water even to the point of mountain tops being nothing more than islands on the surface. Underneath the water, entire colonies of Lahmasu and Leviathans live on the backs of even larger Leviathans the size of countries and in some cases, continents. These societies live in the primordial world that only the Old Ones would benefit from, keeping mankind under their heels with promises of benefits for worship and horrid punishments for failures and lack of worship.

Even more terrifying than what this future presents is the factor that most, if not all Leviathans are aware that they're living in a possible future. And given the nature of their Wake, they're willing to force a Siren to become a pawn in the world before their win to ensure their future. As a result, most Sirens remain out of the Celestial Ocean and attempt to deal with the Leviathans who are causing reality to veer back into their direction.

The Lost Struggle (Princess: The Hopeful)

Perhaps no other Supernatural being resonates as strongly with Sirens as the Princesses and Princes of the Light (the Nobility) for there are many similarities between the two. Both experience a pivotal stress in their life that brings them awareness of a great universal conflict beyond themselves. Where Sirens must find balance amongst Nature and Civilization after their Drowning, Princesses find themselves on the side of the Light against the entropic Darkness that degrades humanity. Being the paragons of humanity's best qualities, Princesses can become

staunch allies for matters relating to Civilization. Although followers of the Queen of Clubs are as attuned to Nature as many Sirens. Princesses draw their power from within and their relationships with others, much like Sirens.

Yet for their common bonds this does not mean Princesses and Sirens are automatic BFF 'besties.' Their respective conflicts run perpendicular to each other. For the majority of Nature minded Sirens they can find gripes with the reciprocal lack of conservation minded Nobility. Sirens often intuit their way through issues with little concern for ancillary matters, for the Deluge is a sign of what little time remains to prevent a disaster. Although they can be just as impassioned Princesses are more social and nostalgic agents, needing to confer with their Queens, fellow Nobility and others to determine the best course of action. As Princesses naturally cling to their humanity this can cause discord with Sirens who have lessened this emphasis in their mission.

The Enlightened Perspective: For those that study the countries from before the Fall, Princess scholars wonder if Ceto is herself a former Queen who went on to embody the aspect of the Song. This simple theory is complicated by the twisty bends of Siren 'history.' Ceto is both an actor in the creation myth and the 'first' great cataclysm that brought the Deluge and the need to send Sirens to warn the world of impending doom.

Regardless, a Princess who befriends a Siren finds a complementary partner to tackle both of their campaigns. Although originally an Embassy for exploration and world travel, the Embassy to the Ocean makes a Princess as close to a Siren as possible. The signature 'mermaid form' that is added to the Princess's Magical Self is all but a Diluvian form in name. The Embassy offers no further synergy with Siren: the Drowning, although it's the easiest for helping the Princess keep up with a Siren in an aquatic environment and even surviving in the Celestial Ocean.

Antagonists: Sirens that learn of the differences between the Radiant and Twilight Queens see a mirror with the Celestial and Abyssal Currents. All are sides in the same conflict with very different methodologies. There is nothing that suggests Twilight Princesses and Abyssal Sirens will find common ground, same as other pairings, as the Fallen Nobility are set against the Darkness primarily. Uneasy alliances may crop up from time to time, likely brief, between the agents of the Twilight Queens and the Sirens foes.

Waters and Currents: Many Siren splats find their counterpart in Princess. Of note Sirens from Freshwater are the most attuned to humanity and are the first to note the Blossomings and activities of a Princess. Tropicana empathizes with the ruling energies of emotions and self belief Princesses draw from, especially from the Courts of Swords and Storms. For Currents, Healing and Harmony find common ground with many Princesses, while Buoyancy connects with ~~the~~ the freeing and inspired aspects of Light's Nobility.

Suggested Opuses: Light, Passion, Dream

Mechanics: When a Princess would gain a Wisp from a significant relationship, it can be offered to a Siren as a point of Pneuma if they are in the same scene. This requires the Princess's consent, otherwise the Siren would have to devise a Verse to leech off the emotive speck of power. Alternatively, Princesses in the Embassy to the Ocean may use the Mermaid's Kiss benefit to offer the spent Wisp as a Pneuma.

As well, the Nobles all carry a peculiar object that serves as a representation of their soul and grants them access to their magical powers, known as a Phylactery. Scholars between the Surfaced and the Hopeful have found a startling similarity between Treasures and Phylacteries, only in that both are representations of a person's soul. Due to this similarity, Sirens find that a Princess's Phylactery can count as a Treasure for all purposes, including reshaping their soul which is resisted by her Transformed Resolve + Composure + Inner Light. Of course, nothing stops a Princess from discorporating and recorporating her Phylactery at the cost of a Wisp and dot of Willpower to deprive a Siren of their Phylactery.

Cataclysm: The Outer Darkness

The Darkness inflicts wounds on the world and its peoples just as any other Quagmire. Indeed a Tainted Place is much like a Quagmire, although it only connects to the Dark World and its abominations. As the Creatures of Darkness destroy both Nature and Civilization alike Sirens sometimes come into conflict with these areas.

In the Deluge marked by the stain of the Outer Darkness it is the aftermath of the second Fall. The world has been devastated from the attack of dark forces, leaving lightless ruins and freezing void as large wounds on the Earth. Between flow that is more ink than water are survivors that are even more depraved than accustomed, giving into vices and lashing out at each other as well as outsiders. The very light of the world, it's last hope, has been snuffed out.

What's worse is the great roving storm, a radioactive cloud front of searing green fire from the heavens that will still blight the remains of the Darkness. Unlike the apotheosis Queen of Storms, her Princesses would find no sentience in this Deluge cataclysm, no swirl of ever fighting souls. Unlike Echidna, no sapience of the Queen's form appears to have survived entry into the drowned planet.

In the Deluge, these environments pertain to Polaria and Discordia Waters respectively.

Suggested Opuses: Darkness, Taint, Chaos

Antagonists: Abyssal Currents may find poaching a Creature of Darkness for their particular

goals to be a useful strategy. Echidna sometimes gains curiosity towards the Darkened, Darkspawn, Mnemosyne and Cataphractoi to transfer their Umbrae and Calignes as adaptations for her Vodinaoi. However, there is little human or natural about the latter three Creatures of Darkness. Flensers find the Darkness objectionable towards the progression of humanity and tend to use them as field testing for violent Cybernetics.

Most tellingly, Darkspawn and their Taint are some of the worse sins against Nature in the mind of a Quagmire, as much of the Darkness is formed from humanity's worst traits.

Mechanics: When a Quagmire and a Tainted Place would butt boundaries, compare the Resentment and Severity of each. Roll these numbers as a dice pool and whichever side gets more successes begins eating away at the other, taking over its space. The transfer of Resentment or Severity occurs every 12 hours, this time is halved for each further transgression committed in the area. The dominating side gains access to the other's curses. Furies treat a source of Tainted Darkness as Pollution when crafting their Vessels. Otherwise Darkspawn and Furies do not gain access to each other's abilities.

Cataclysm: The Scorched Earth

Underneath most circumstances, the Nobles are blatantly devoid of any Cataclysm forseen involving them. Or at least, the ones who do have Cataclysms attached tend to be mortal ones, but other than that most Princesses are not a part or a player within them. More often than not do the Sirens see a specific Court involved with Cataclysms, and some of them cause the damage so quickly and ferociously that few Sirens have the time to fix it.

This Court of course is known as the Court of Storms. They create fires that can tear certain places apart like paper, are willing to kill anyone they claim is tainted, and they do not care how many people they must burn through to achieve their goals. Some Sirens also say they have seen into the distant future at places the Stormites have “Cleansed”, gleaning what they consider as the worst ending possible.

The Celestial Ocean reflects the damages of the Stormites in it’s waters...or rather, it’s *lack* of water as the sea has been burned dry. Within the Cataclysm, no Siren will find any defining feature of the present world she recognizes, for it all has been reduced to ashes and the earth itself is down to being just a hunk of rock. Even the atmosphere is burned away, leaving waste to searing solar winds and absolute zero chilly polar nights.

The worst thing the Sirens consider is that in this world, they hear no Song. In it’s place, they feel only the remainders of battlelust for a darkness long past cleansed...and feelings of satisfaction in a job well done.

Such a world reflects Vaporia and Tropicana.